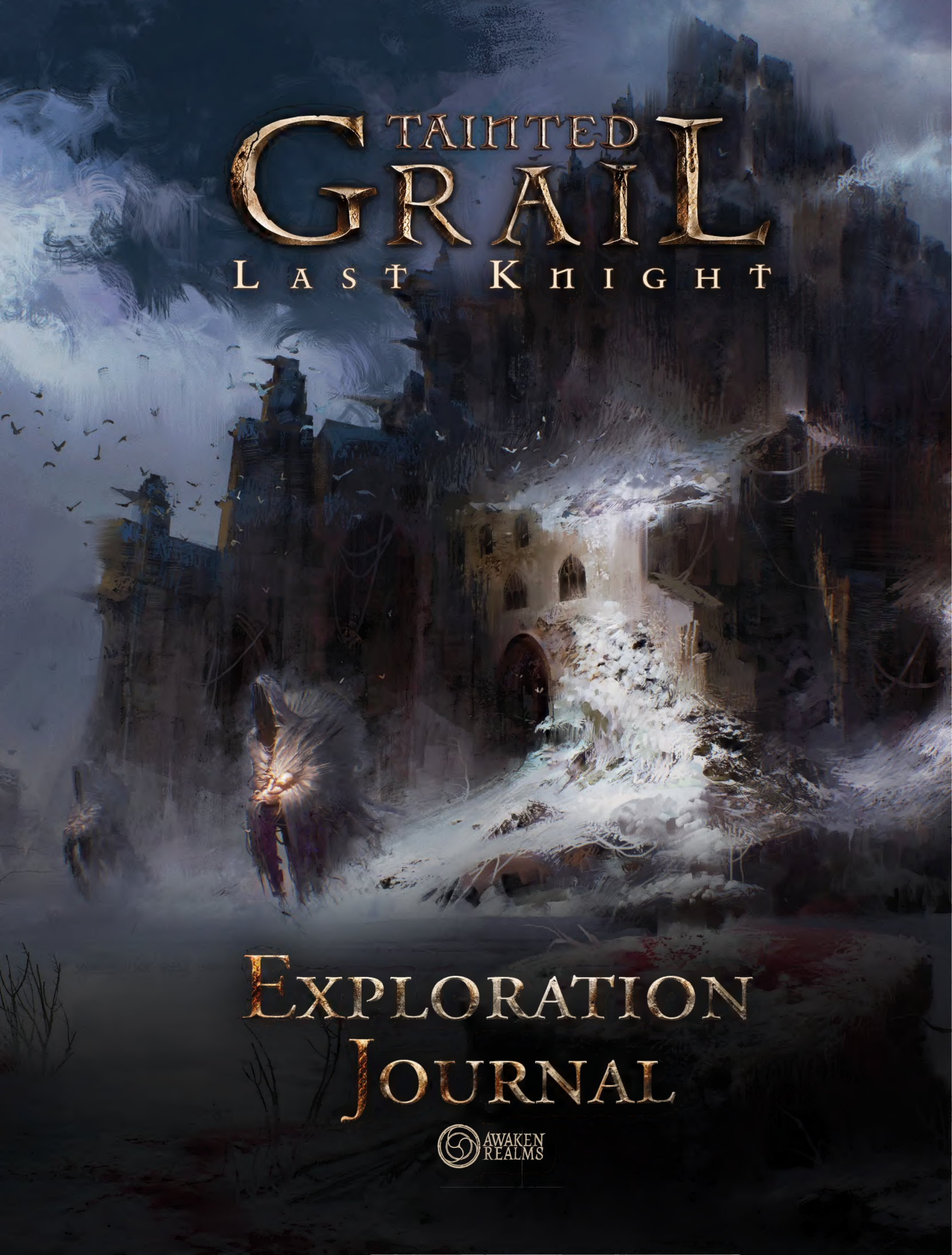

TAINTED GRAIL
LAST KNIGHT
EXPLORATION JOURNAL
AWAKEN REALMS

Tainted Grail
Last Knight

Exploration
Journal

Component List

Models

1 Dagan model

1 Fyul model

1 Sloan model

1 Mabd model

Paper Components

30 save sheets

Last Knight Exploration Journal

4 starting letters

Tiles

4 Character Tiles

Cards

Standard cards (260):

18 green Encounters

17 gray Encounters

18 purple Encounters

18 blue Encounters

30 Dagan cards

30 Fyul cards

30 Sloan cards

30 Mabd cards

69 Story Event cards

Oversized cards (69):

67 Location cards

2 Help cards

Small cards (35):

35 Secret cards

Four-hundred years have passed since
the One True King disappeared.

Before the menhirs burned out entirely,
forcing people to shelter in scarce, habitable areas,
some places flourished in a moment of glory.
There were heroes. There were kings and queens.
All now faded in the memory of the living as the long-
lasting autumn shifted into never-ending winter.

Now, snow and ice cover all. Even the wyrdness
is a pale shade of itself, weaker than before,
as if the cold stifled this force of pure change.
Though the Fore-dwellers failed to reconquer
their land, the millennium-long story of humans
on Avalon comes to a close as something interferes
with the fragile balance of the island.

Introduction

Last Knight is an additional campaign for Tainted Grail, designed to be played with a dedicated set of Characters. It takes players to the future Avalon and lets them see the final effects of their decisions from other campaigns.

The three main Tainted Grail campaigns can be played in any order, but for the best experience, we suggest players should tackle the **Last Knight** second, after the **Fall of Avalon** and before the **Age of Legends** campaigns.

Please keep in mind that the **Last Knight** and **Age of Legends** expansion campaigns build upon the core Tainted Grail rules and change some of them. If you have no previous experience of Tainted Grail, we recommend that you start with the core box campaign: **Fall of Avalon**.

Special Rules

Compared to the base game, Last Knight introduces the following new rules:

Sanctuary

There is now a fourth, additional Location Seal – **SANCTUARY** ( ). At the Start of the Day, if your Character is in a Location with this Seal, they don't gain (or lose – if you're using the Last Knight Challenge Mode) due to being out of range of an Active Menhir.

Please note that Sanctuary rules are slightly different in the Last Knight and Age of Legends campaigns.

Out of Range Locations

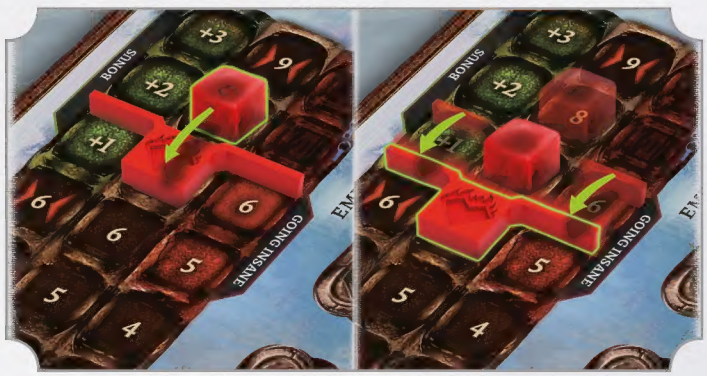
In Last Knight, you will often have no Active Menhirs anywhere on the map. There are new rules concerning Locations out of Active Menhir range:

- Locations are not discarded if there are Fore-dweller or Character models on them, or if the Locations are adjacent (including diagonally) to any Character.
- At the Start of the Day, each Character out of Active Menhir range gains 1 instead of the standard penalties outlined in the rulebook.

Exposure

Exposure represents the effects of extreme cold and harsh weather. It lowers your max .

- When you gain Exposure and you don't have an Exposure Marker, place an Exposure Marker (a red universal marker) in the topmost slot of your Health track. If you have a marker, move it one slot down. If there was a marker there, lose 1 to make space for the Exposure Marker.
- When you are told to lose Exposure, move the marker up. It can't reach 0, and you can't move it up above the topmost slot of the Health track. In these cases, the Exposure Marker doesn't move.
- You can remove the Exposure Marker only when you are told to discard it.
- When you have an Exposure Marker and Travel to a Location without the Seal, gain 1 Exposure. If you don't have an Exposure Marker, nothing happens.
- Your marker can never be in the same slot or higher than an Exposure Marker. During Rest (or when resolving any other effect that would cause you to gain), if you can't gain because of the Exposure Marker, instead: place your marker 1 slot below the Exposure marker and then lose 1 Exposure.



When you gain Exposure in this situation, you must move the Exposure Marker from slot 8 to slot 7. Because there's a marker here, you have to move the marker down to slot 6 first.

Unavoidable Damage

A new type of damage icon appears on some of the **Last Knight** cards: . It is just a shorter, more convenient way to represent what the core box cards referred to as **"Unavoidable Damage"**. The cannot be prevented! Please note that effects that completely cancel the Attack or Response may still cancel .

Triple Attribute Keys

New, triple Attribute Keys appear on some of the **Last Knight** cards: . They are similar to double Keys, but connecting them requires at least 3 of a given Attribute.

Double Magic Keys

A new, double Magic Key appears on some of the **Last Knight** cards: . It is similar to a standard Magic Key, but connecting it requires paying 2 Magic.

Connected Bonus Keys

Some of the **Last Knight** cards bear this symbol: . It's similar to the connected Attribute Keys, and means the number of connected Bonus Keys of the specific type in the entire Sequence.

Please note: effects that count all connected Keys of a certain type (for example:) also count connected triple and double Attribute Keys.

Expansion Icon

All Last Knight cards contain a special expansion icon ( ) to make sorting them easier. The only exceptions are the Secret cards. For ease of use, Secrets from all Tainted Grail campaigns can be kept in a single deck.

New "Global" Keyword

If a Secret card has this Keyword, its rules apply to each Character.

New Traits

Last Knight introduces the following new Encounter Traits:

Counter – Every time you gain or more when playing a single card (including all bonuses from Items and Skills), immediately resolve the Opportunity attack.

Fear – You Panic whenever you have more than 0 .

Frenzy – If you're not using any Weapon, resolve the Opportunity attack at the start of your Activation step.

Frostbite – Immediately after taking any , gain 1 Exposure.

Hunger – If you **have** the **"Red Sign"** Secret card (**66**), the Enemy has the *Rage* and *Feint* traits during your Character Activation step.

Multiattack – In the Enemy Attack phase, every Party member receives and gains from the Attack. Cards in the Sequence modify the Attack for every Party member. Items modify the Attack only for Characters who use them.

Retaliation – Add 1 to the Enemy Attack for every 2 cards in your hand.

Setting up the Last Knight

Please follow the steps below to start your Tainted Grail: Last Knight campaign.

Please note: if you found the Fall of Avalon campaign difficult to complete, consider using the Story Mode in this campaign (see the **"Last Knight Story Mode"** section below).

I) Importing your game

If you haven't played the Fall of Avalon and Age of Legends campaigns, or if you don't have Save Sheets from these campaigns, skip this step and go directly to the Character Setup section (II).

Otherwise, prepare a fresh Last Knight Save Sheet and find your Fall of Avalon and / or Age of Legends Save Sheet. Then, read on to import your choices from the first two campaigns.

WARNING!
MINOR SPOILERS AHEAD – IF YOU HAVE NO SAVE SHEET TO IMPORT, DO NOT READ THE REST OF THIS SECTION.

Fall of Avalon Save Sheet

- If you **have** the **"End of the Road"** status, gain the **"Legacy"** part **1** status. *The story of the heroes lives on.*
- If you **have** the **"Fall of Chivalry"** part **8** status, gain the **"Legacy"** part **2** status. *The Order of the Round Table has disappeared.*
- If you **have** the **"Final Confrontations"** part **4** status, gain the **"Legacy"** part **3** status. *People from Cuanacht lived under Mordred's reign.*
- If you **have** the **"Fortunate Meetings"** part **5** status, gain the **"Legacy"** part **4** status. *The dwarf still roams the island.*
- If you **have** the **"Remnants"** part **5** status, gain the **"Legacy"** part **5** status. *People inhabited the Serene Visage and live under its protection.*
- If you **have** the **"Lost and Fallen"** part **1** status, gain the **"Legacy"** part **6** status. *Lancelot and his entourage charged into Tuathan.*
- If you **have** the **"Matricide"** status, gain the **"Legacy"** part **7** status. *Avalon lost one of its greatest allies.*
- If you **have** the **"People's Champion"** status, gain the **"Legacy"** part **8** status. *The Order has fallen, and common people took over Kamelot.*
- If you **have** the **"Restoring the Order"** part **8** status, gain the **"Legacy"** part **9** status. *The Order prevailed. Knights hid in Kamelot.*
- If you **have** the **"Restoring the Order"** part **6** status, gain the **"Legacy"** part **10** status. *The recently knighted woman decided to leave Kamelot and help those in need.*
- If you **have** the **"Remedy"** part **1** status, gain the **"Legacy"** part **11** status. *Whitening flourished after its people recovered.*

- If you **have** the **"Lost and Fallen"** part **7** status, gain the **"Legacy"** part **12** status. *The girl from Farshire lived a long life.*
- If you **have** the **"Final Confrontations"** part **1** status, remove Location **205** from the game and replace it with Location **285**. *Morgaine achieved her dream.*
- If you **have** the **"Left Behind"** part **8** status, remove Location **210** from the game and replace it with Location **280**. *Cuanacht is no more.*
- If you **have** the **"Helping Hand"** part **2** status and don't have the **"Helping Hand"** part **4** status, remove Location **208** from the game and replace it with Location **288**. *Compassion has its consequences.*
- If you **have** the **"Last Haven"** part **2** status, remove Location **202** from the game and replace it with Location **282**. *Round Farmhold is lively again.*
- If you don't have the **"Reclamation"** status, remove Location **209** from the game and replace it with Location **289**. *Heroes from the past stopped the Fore-dweller uprising.*
- If you **have** the **"Remnants"** part **1** status, remove Location **206** from the game and replace it with Location **286**. *Farpoint Refuge grew into a great city.*
- If you **have** the **"Shrine Secure"** status, remove Location 203 from the game and replace it with Location **283**. *The Allmother's shrine was saved from the fire.*
- If you **have** replaced Location **136** with Location **149**, remove Location **204** from the game and replace it with Location **284**. *The great power was released from its prison.*

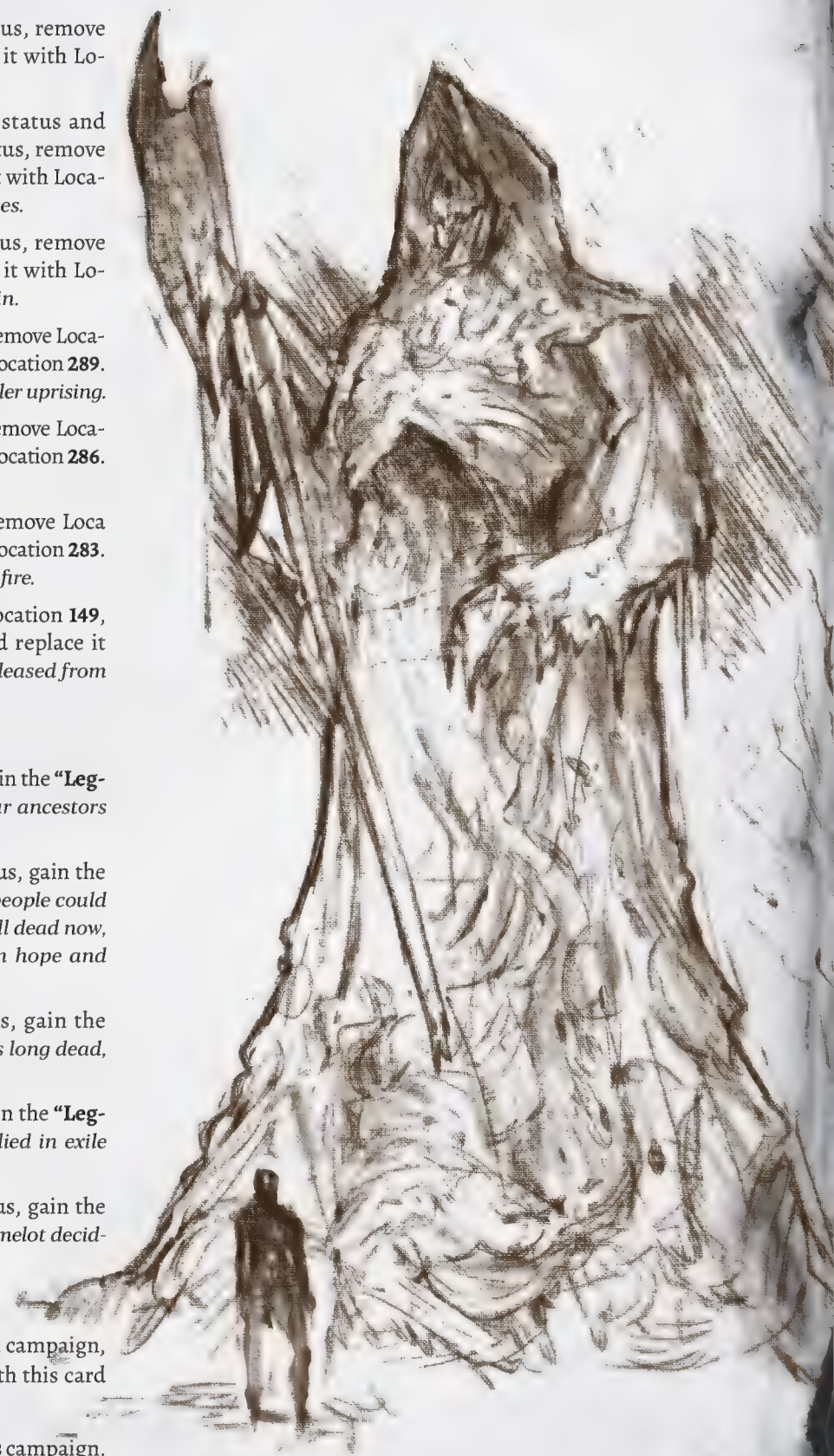
Age of Legends Save Sheet

- If you **have** the **"Victories"** part **6** status, gain the **"Legacy"** part **13** status. *A millennium ago, your ancestors bested a thing from beyond the stars.*
- If you **have** the **"Borderlands"** part **4** status, gain the **"Legacy"** part **14** status. *The gratitude of people could last for a thousand years. Even if they are all dead now, they still try to repay you for giving them hope and a place to live.*
- If you **have** the **"Victories"** part **3** status, gain the **"Legacy"** part **15** status. *The horned god is long dead, but his thirst for vengeance lives on.*
- If you **have** the **"Arbiter"** part **8** status, gain the **"Legacy"** part **16** status. *The king of legends died in exile and disrepute.*
- If you **have** the **"Undercastle"** part **1** status, gain the **"Legacy"** part **17** status. *The builders of Kamelot decided to listen to military advice in the past.*

The Ultimate Secret

If you gained Secret card **90** in the **Fall of Avalon** campaign, gain it now as well. You start the Last Knight with this card in your possession.

If you gained Secret card **92** in the **Age of Legends** campaign, gain it now as well. You start the Last Knight with this card in your possession.



II) Character Setup

To set up Characters for the Last Knight campaign, use the Character Setup from the rulebook with the following changes:

I) Choose a Character Tile representing one of Last Knight Heroes (**Dagan**, **Fyul**, **Mabd**, **Sloan**) or **Niamh**.

II-XI) No Changes.

III) World Setup

Use the World Setup procedure from the rulebook with the following changes:

I) Place Location **201** in the middle of your play space and place all the Character models you are starting the campaign with there.

II) Do not place a Menhir there!

III) Attach Locations **"Jagged Cemetery"** (**211**) to its right edge and **"Glimmering Forest"** (**213**) to its bottom edge. Then, attach **"Black Sands"** (**212**) to the bottom edge of the **"Jagged Cemetery"** (**211**).

IV) Take all Encounter cards with the Last Knight symbol ( ). Add the following Encounter cards from the base game:

Gray Core Box Encounters:

Difficulty 1:

- 2x Band of Highwaymen
- 1x Clansman
- 2x Wyrd-Claimed

Difficulty 2:

- 2x Grave Robber
- 2x Seasoned Warrior

Difficulty 3:

- 1x Beastslayer
- 2x Fanatics
- 1x Fetch
- 1x Knight Errant

Difficulty 4:

- 1x Angry Mob

Green Core Box Encounters:

Difficulty 1:

- 2x Frenzied Boar
- 2x Pack of Strays
- 1x Wyrdbear

Difficulty 2:

- 1x Flock of Puffins
- 1x Wyrdbear

Difficulty 3:

- 1x Alder Tree
- 2x Bog Maiden
- 1x Giant Runtling
- 1x Selkie

Difficulty 4:

- 1x Fae
- 2x Wyrdhog

Purple Core Box Encounters:

Difficulty 1:

- 3x Whispering Wisp
- 2x Wyrd-Claimed

Difficulty 2:

- 2x Dreadcrawler
- 1x Wyrdchild

Difficulty 3:

- 1x Abhartach
- 1x Fore-dweller Spirit
- 1x Hammerbeak
- 2x Yr Hen Wrach

Difficulty 4:

- 1x Puca
- 1x Slaugh

Blue Core Box Encounters:

Difficulty 1:

- 1x Breath of Wyrdness
- 3x Calm Before the Storm
- 1x Curfew
- 1x Mourners
- 1x Plague

Difficulty 2:

- 2x Calm Before the Storm
- 1x Hallucinations
- 1x Weeping Orphans

Difficulty 3:

- 1x False Accusation
- 1x Framed
- 1x Omen

Difficulty 4:

- 1x A Feast to Die for

Additionally, if you use the optional **Monsters of Avalon: Past and Future** or **Past and Future Alternative Encounters Card Pack expansion**, add the following modified Encounter cards to the Encounter decks and remove any Last Knight cards with the same names:

- Mad Warrior
- Torch Bearer
- Fachan
- Hooded Crow
- Glastig
- Gigelorum
- Fuathan
- Orphaned Heart
- Ailén Trechend
- Allfather's Inquisition

Some of the above are Diplomatic Encounters. If you draw a Diplomatic Encounter with this icon next to its name, it will act as any other Guardian if you fail or avoid it. Note that you can find Diplomatic Encounters not only in the blue Encounter deck (treat their Value as 0 for the purpose of any rules that check card's Value).

V) Add all Last Knight Secret cards to the Secret cards from the base game.

VI) Prepare a Last Knight Save Sheet.

VII) Use both additional Last Knight Help Cards from this campaign.

VIII) No changes.

IX) Use the Last Knight "Chapter 1 Setup"card and Event cards.

X) No changes.

IV) Saving the Game

All additional Tainted Grail campaigns (including Last Knight) use many components of the Tainted Grail core box and are meant to be saved in the core box.

Once you prepare this campaign, following the rules outlined above, remove any unused Fall of Avalon cards, Fall of Avalon Journal, and Fall of Avalon Character tiles from the core box and store them in the additional campaign box.

Use four core box Quick Save slots to save all Character decks, Items and Secrets for this campaign.

Store Locations and all other cards used by the campaign in the core box compartments.

Use the portable model tray found in the additional campaign box to carry all models you use in this campaign.

(Optional) Last Knight Story Mode

The default difficulty of Tainted Grail puts emphasis on survival and resource management, and the constant pressure it puts on players may be overwhelming for groups who simply want to travel and enjoy the story. If you felt too hard pressed in the Fall of Avalon campaign, the Story Mode will offer you a more laid-back experience, focused on story and exploration.

Use the basic Story Mode rules, found on page 22 of the rulebook.

Additionally, remove the plastic Health limiter piece from the game and mark with a regular marker instead. Your does not limit your and you won't Panic in Combat or Diplomacy.

Please note this does not disable the Exposure rules! The red marker used for tracking in the Story Mode may still be pushed down by the Exposure Marker.

(Optional) Last Knight Challenge Mode

In addition to using the Challenge Mode options from the rulebook, you may use any of the following:

Too human

At the Start of the Day, each Character out of Menhir range loses 1 and gains 1 instead of the standard penalties outlined in the rulebook. Characters in Locations with a Sanctuary don't. lose or gain due to being out of range of an Active Menhir.

Permafrost

When you can't restore during Rest (or when resolving any other effect that grants you) because of an Exposure Marker, nothing happens – you can't lose Exposure this way.

Locations

201 Frozen Desert

A field of white nestles under a high cliff, its top adorned with broken bridges, chains, and ropes. Everything around you is discolored, washed-out in the same way vast snowdrifts, wisps of wyrdness creeping between them, animal tracks. The wind, blowing from the east, brings eerie melodies, stirring nostalgia and fear in your heart. A dim glow in the south reminds you of the frozen forest abundant in game.

- **Visit the cliff's icy overhang** – go to Verse 4.
- **Scout the desert** (pay 1 per Party member) – go to Verse 6.
- **Hunt snow foxes** (only if there is no Time Token on this Location; pay 2) – go to Verse 1.
- **Follow the clues** (requires the **"Mysteries and Visions"** part **2** status) – go to Verse 3.
- **Leave** – Exploration ends.

1

Place a Time Token on this Location. Resolve the **"Snow Fox"** green Encounter (Difficulty 1). Exploration ends.

3

Go to:

Dream

You stand amidst a vast, white field. Snow falls, but it's black and greasy. You want to hide, but find no shelter here. Then, a skeletal hand touches your shoulder and whistles an unsettling melody. At first you feel terror, but then realize the intentions of this person are good.

Nightmare

Frost bites you relentlessly while the wyrdness slowly warps your body. Wherever you go, you can't escape. What's worse, your head echoes with an ominous, maddening tune.

Each Character who has this Nightmare loses 1 .

4

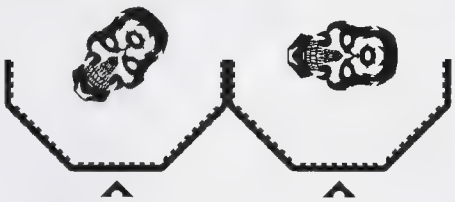
Snow partially covers the corpses of poor folks who tried to climb the cliff. Broken equipment has frozen to their stiff bodies.

If you **don't have** the **"Lost Treasures"** part **3** status, gain 1 non-Companion Item and the **"Lost Treasures"** part **3** status.

Exploration ends.

6

Go to:



202 Perilous Chasms

A meager encampment sits at the edge of a plain broken up with broad chasms. People wearing dirty furs fill the camp, shiver in the cold and thin wyrdness. They stare from a distance, tightening their grips on the handles of their makeshift weapons. You know them — outlaws from Mangrove Huddle, exiled because of their sins. You look upon the plain's chasms. The air from underground must be warm, as the snow melted around them.

- **Enter the underground** – go to Verse 1.
- **Visit the cluster of tents** – go to Verse 4.
- **Leave this unwelcoming place** – Exploration ends.

1

The tunnel is dark and cold. The torchlight casts unsettling shadows on the curved walls. It's hard to discern any details of your surroundings.

- **Emerge from the tunnel** – Exploration ends.
- **Go deeper** (requires at least 2) – go to Verse 7.

2

Everything shakes as the walls close in. You run toward the exit, hoping to escape before the walls crush you.

Each Party member gains 2 and loses 4 reduced by their . Then, Exploration ends.

3

You explore the grotto, finding more old blood on the floor and walls. A strange sound emanates from behind the wall — a faint gurgling, like water flowing between rocks.

Go back to Verse 7.

4

Smoke veils a cluster of tents. As you approach, people gather, scarves covering their faces. They keep their frostbitten hands on weapons. You've heard this is a camp of people exiled from Mangrove Huddle for their crimes.

If there is a Time Token on this Location, or if any of your Attributes are equal to 3 or more, no one dares approach you – go to Verse 5.

Otherwise, place a Time Token on this Location and resolve a blue Encounter. If you win (or you draw a **"Calm Before the Storm"**), go to Verse 5. Otherwise, each Party member loses all Food and Exploration ends.

5

Outcasts are protected from wyrdness by the aura of this strange area. But they still suffer from cold and starvation.

You may pay 1 Food to gain 2 Wealth (any number of times). Then, Exploration ends.

7

A massacred body lies at the center of the small grotto. You approach, peering around carefully. It looks as though a giant hand crushed this person in its deadly grasp.

If you **don't have** the **"Dismay"** part **9** status, gain 1 non-Companion Item and the **"Dismay"** part **9** status.

- **Scout the surroundings** (requires at least 2) – go to Verse 3.
- **Go on** – go to Verse 10.
- **Retreat from the underground** – Exploration ends.

10

Roll a die. If the result was 1, go to Verse 2. Otherwise, read on:

You wander the branching corridors, unsure of your destination. The air grows warmer, there's more dried blood, and the stones on the ground bears signs of something heavy dragged through the tunnel.

- **Retreat** – Exploration ends.
- **Go toward the heart of darkness** (requires at least 3) – go to:

203 Forgotten Lookout

A scenic vista unfolds woods, glimmering snow, and oceans at your feet. You stand at the edge of a cliff too dangerous to traverse, and you wonder where is the path that once led down toward Twisted Pathways. You turn and see a cottage perched on the cliff's edge. It appears inhabited but who would live on this windswept rise?

- **Go into the caves** – *There is an entrance near the cottage.* Go to Verse 1.
- **Observe the lands to the west** – go to Verse 6.
- **Visit the cottage** (only if you don't have the **"Wilderness Encounters"** part **7** status) – go to Verse 3.
- **Leave** – Exploration ends.

1

The entrance to the caverns is covered in slippery ice. After a few steps, the area widens into a deserted shelter dirty rags and straw mattresses huddle against a wall covered in illegible runes. An Allmother's symbol is skillfully carved between them, just above a message renewed countless times with charcoal: "'Tis a silly place."

If you **don't have** the **"Hidden Caches"** part **2** status, gain the **"Adventurer's Kit"** Item. Gain the **"Hidden Caches"** part **2** status and choose one:

- **Pray to Allmother** – go to Verse 7.
- **Pray to Allfather** *You feel his powerful presence.* Go to Verse 5.
- **Leave** – Exploration ends.

3

Go to:

5

In a sudden outburst of anger, you spit on the Allmother's relief, and start praying to Allfather.

If you **have** the **"Saved by the Goddess"** status, you can't remember any prayers, and you feel overwhelming drowsiness – each Party member loses 1 and Exploration ends.

Otherwise, you feel an omnipotent presence – if you **don't have** the **"Allfather Blessing"** status, each Character gains 4 Exp; then, gain this status. Exploration ends.

6

A lonely spire rises from the bottom of the basin to the west. You can't see anything beyond a perpetual storm rages there. An ancient forest dominates the eastern edge of the valley. Amid massive, twisted roots, you see a meadow with a ruined village and a menhir in its center.

If you're playing **Fyul**, **have** the **"Fallen Wyrdhunters"** part **1** status, and **don't have** the **"Fallen Wyrdhunters"** part **2** status, go to:

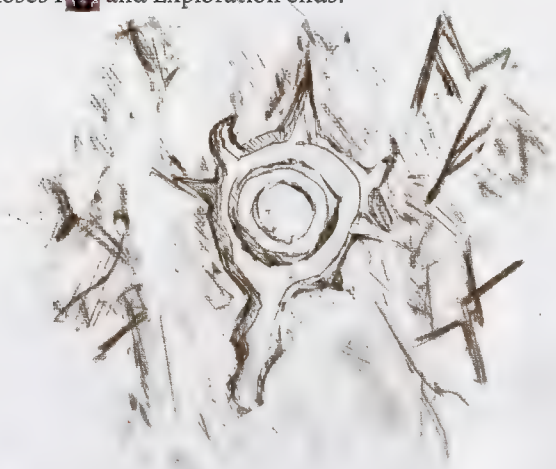
Otherwise, go back to the start of this Location and make another choice.

7

You sit before the carving and close your eyes. Praying to the old goddess always feels right, despite the hate she gets from Allfather's priests.

If you **have** the **"Allfather's Blessing"** status, your head sears with pain – each Party member gains 1 and Exploration ends.

Otherwise, the prayer soothes your nerves – each Party member loses 1 and Exploration ends.



If you are playing **Chapters 1-5**, go to Verse 1. Otherwise, read on:

Jagged edifices reach skyward, blocking sunlight and casting dark, cold shadows on the white-clad people wandering between them. A thick layer of ice covers everything, and some people appear completely frozen. The place unsettles you a shiver runs down your spine, but you're unsure if it's the chill, these ominous people, or the strange lack of wyrdness. Is this one a sanctuary untouched by the wyrdness?

- **Approach one of the initiates** (only if you don't have the Secret card **48**) – go to Verse 4.
- **Visit the Cathedral** (requires the Secret card **48**) – go to Verse 6.
- **Retreat before they spot you** – Exploration ends.

1

Go to:

2

The woman tells you the cold is the only power that can fight wyrdness. The colder things are, the more resistant they are to change. Water is the best example when warm, it flows continuously, but becomes still when frozen. Cultists here believe that if you cool the world enough, even time will stop, and humanity will finally live in a paradise.

- **Ask how to join the cult** – go to Verse 7.
- **Thank her and leave** – Exploration ends.

4

You are spotted by the cultists, and one approaches you. She asks why a faithless would come here. Do you seek truth in the cold? If not, she asks you to leave, and not taint this place with your warm flesh.

If you **have** the **"Initiation"** part **5** status, go to Verse 8.

- **Listen to the "truth"** – go to Verse 2.
- **Speak about the initiation** (requires all Characters and four parts of the **"Initiation"** status) – go to Verse 5.
- **Leave** – Exploration ends.

5

Go to:

6

You enter the imposing building and look upon the strange saints, their bodies emerging from altars. They don't mind the frostbite and offer you their blessing with smiles on their pale faces.

Each Party member may decide to gain 2 Exposure, 2 Magic, and 1 . Then, Exploration ends.

7

The cultist leads you into the cathedral. High arches, clear windowpanes, straight rows of benches, and a resplendent altar of ice make you feel small and insignificant. You notice two torsos, one a man and one a woman, partially frozen to the altar. Your guide bows and tells you that these are their saints. The saints speak, moving slowly in their frigid prison:

"We see you, and we acknowledge you want to hear us. But if you wish to join us, you must prove yourself. Each of our brothers and sisters has meditated in sacred places of deepest cold. Frozen Desert. Icicle Forest. White Fog. When you finish this pilgrimage, come back to us. Then, you may ask to join us."

Gain the **"Initiation"** part **1** status. Exploration ends.

New Task: Explore Frozen Desert, Icicle Forest, and White Fog and meditate there. Then, return to Frigid Cathedral to join the cult.

8

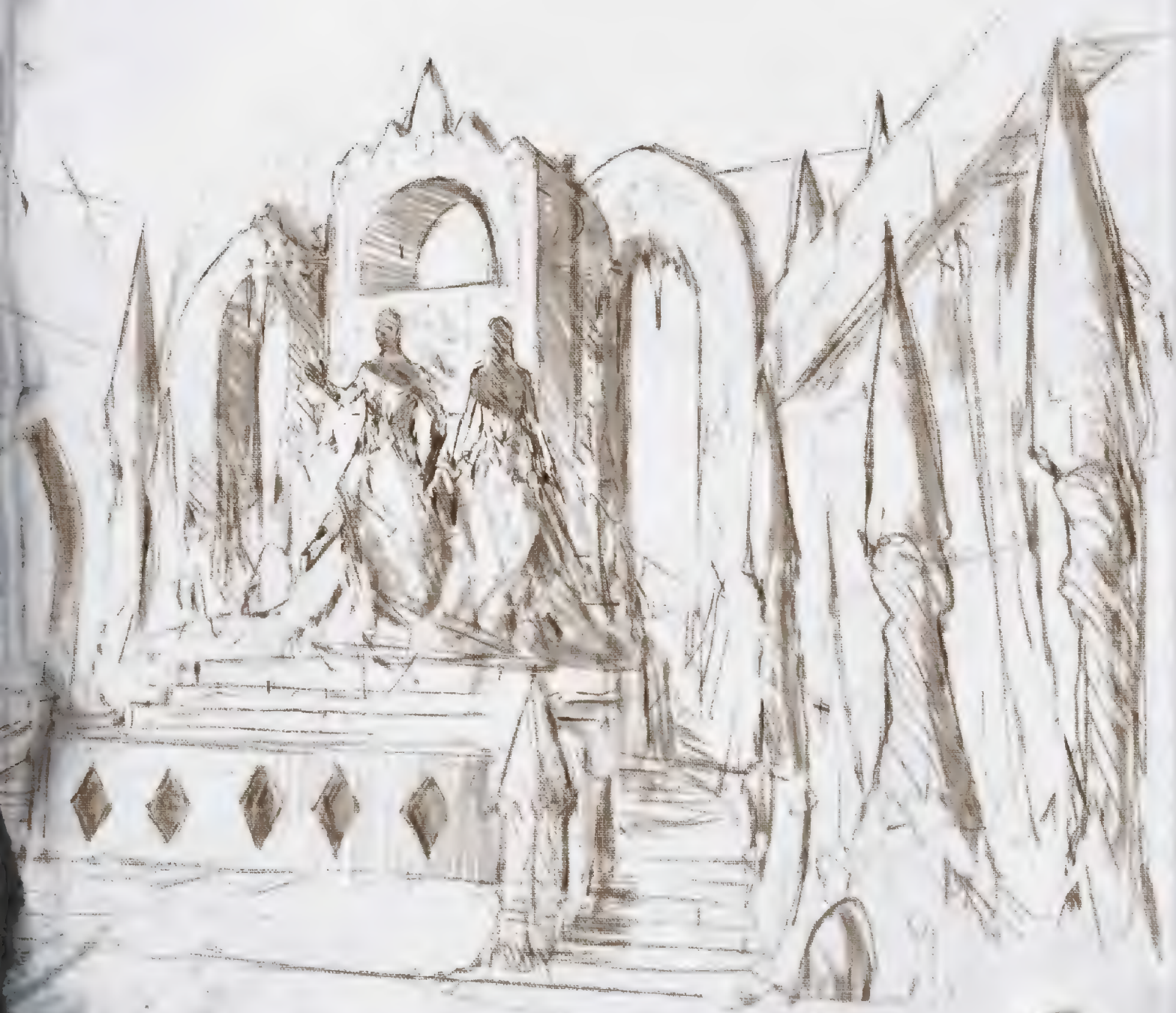
As those who rejected the greatest blessing, you are hated here. Angry cultists approach and force you to leave.

Resolve the **"Initiate"** gray Encounter (Difficulty 2). Then, Exploration ends.

Dream & Nightmare

You are chained to the curved, stone wall. You observe disgusting men, eating meat near their campfire as the cold wind and rain lashes at you.

Each Character who has this Dream or Nightmare gains 1 Exposure.



205 Kamelot Ruins

If you **have** the **"Time"** status, go to Verse 9. Otherwise, read on:

Ruins of a legendary Kamelot lie before you. Most of the castle fell into the sea along with the crumbling cliff. An enormous statue, broken in half, still guards the gaping entrance, glowering from beneath its stone hood. When you tear your eyes away from the ruins, you notice a forest of misshapen trees surrounding them perhaps a good place to replenish your supplies.

If you're playing **Chapter 6**: **Part 1** or **Part 2**, go to Verse 3.

If you're playing **Chapter 8**: **Part 1**, go to Verse 8. Otherwise, choose one:

- **Step into the courtyard** – go to Verse 1.
- **Hunt in the forest** (pay 1) – go to Verse 4.
- **Leave** – Exploration ends.

1

The ruined courtyard is deserted, but you feel like something watches you.

If there is a Time Token on this Location, go to Verse 2. Otherwise, place a Time Token on this Location and toss a Dial:

- **Grail** – go to Verse 2.
- **Skull** – resolve a purple Encounter. If you win (or Enemy Run Away), go to Verse 2. Otherwise, Exploration ends.

2

It must have been your imagination. Dilapidated sheds stand beneath the wall, hiding unknown mysteries and dangers under their collapsing roofs. A dark hole gapes near the devastated keep likely an entrance to cellars or maybe a dungeon. The keep itself also doesn't look welcoming.

- **Explore the sheds** – go to Verse 15.
- **Descend to the cellars** – go to Verse 6.
- **Enter the castle** – go to Verse 13.
- **Use the tunnels under the island** (only available in **Chapters 10-15** and requires all Characters; pay 3 per Party member) – go to Verse 18.
- **Leave** – Exploration ends.

3

Go to:

4

You cross the tree line and look for tracks in the fresh snow.

Roll a die and add your . Check your final result:

1-4 – gain 1 Food.

5-7 – gain 2 Food.

8+ – gain 3 Food.

Then, resolve a green Encounter. Exploration ends.

5

You climb the stairs and enter decrepit corridors...

Roll a die and add your or (whichever is higher). You may pay 1, to add 1 (any number of times). Check your final result:

1-5 – *You step on a treacherous stone. You fall, along with a section of the floor!* Each Party member loses 1. Exploration ends.

6+ – *Navigating these stairs isn't easy, but you slowly progress.* Go to Verse 7.

6

If you are playing **Chapter 6**, go to:

Otherwise, go to:

7

You find yourself in a room full of moldy books. You see nothing noteworthy, save some unintelligible diagrams written with charcoal. Perhaps you can still learn something from them.

Each Party member who has less than 3 Magic gains 1 Magic.

If you **have** 3 or more , you may go to:

Otherwise, choose one:

- **Go back down** (pay 1 per Party member) – go to Verse 11.
- **Leave** – Exploration ends.

8

Go to:

9

Remove Location **205** from the game and replace it with Location **295**. Then, Explore this new Location for free.

11

The ground floor is gloomy, but from inside it appears in a good condition. Unlike the upper levels staircases lie shattered, with the roof caved in.

- **Search the upper levels** – go to Verse 5.
- **Scout the ground floor** – go to Verse 17.
- **Leave** – Exploration ends.

13

The castle is in horrible condition you hesitate to lean against anything, fearing collapse. You also hear unsettling hisses, whispers, and muffled cries from within.

Roll a die and add your . Check your final result:

1-4 – *Something stabs you from behind! When you turn, you find nothing.* Each Party member loses 1 and gains 1.

5+ – *You notice a strange tendril hanging from the ceiling and avoid it.*

Go to Verse 11.

15

Piles of decayed wood lie around the shack entrances.

If you **don't have** the **"Hidden Caches"** part **4** status, go to:

- **Otherwise, there is nothing interesting in here** – go back to Verse 2 and make another choice.

17

You wander dark corridors, unsure if the whole structure won't collapse on top of you.

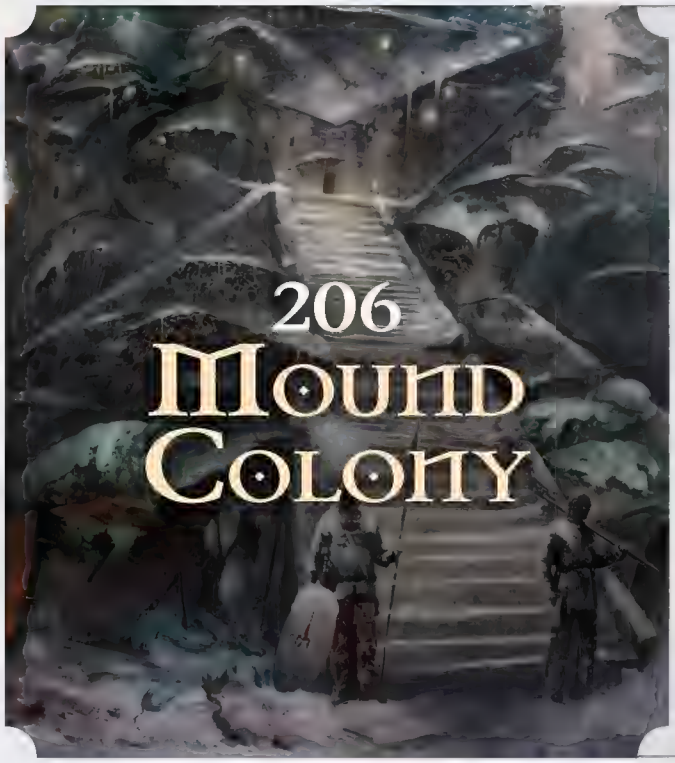
If you **don't have** the **"Horrors"** part **5** status, go to:

Otherwise, choose one:

- o **Go back toward the stairs** (pay 1 per Party member) – go to Verse 11.
- o **Leave** –Exploration ends.

18

Go to:



If you're playing **Chapter 3**, go to Verse 10.

If you're playing **Chapter 5** or have the Secret card **81**, go to Verse 3.

Otherwise, read on:

Dusky-faced guards allow you into the dark mound you can't help but think you're entering the den of a beast. The gate closes behind at your back, preventing warm air (and you, as a nagging thought reminds you) from escaping. Even though many rush down the corridors, no one stops to greet you, like a stone amidst a stream. You wonder why their skin is so pale, compared to the guards outside.

- **Explore the Colony** – go to Verse 8.
- **Look for vendors** – go to Verse 4.
- **Ask about the plants** (requires **Dagan** and only if you **don't have** the **"Needed Supplies"** part **2** status) – go to Verse 2.
- **Prepare to free the knight** (only available in **Chapter 4**)– go to Verse 5.
- **Leave** – Exploration ends.

2

Go to:

3

If you **have** the **"Liberation"** part **7** status, you rest for a while in abandoned corridors discovered in your vision in the White Fog – gain 1 and Exploration ends.

Otherwise, go to:

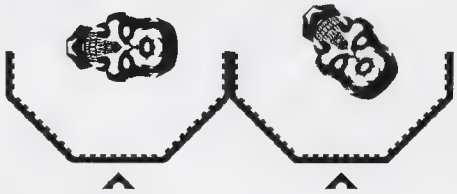
4

There is no market in this place, but rather several quartermasters. And instead of taverns, there are places to rest in warm rooms.

- **Buy food** – pay 2 Wealth to gain 1 Food (any number of times). Then, make another choice.
- **Buy equipment** – draw 2 Craftable Items. You can buy any number of them for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sleep in a heated cell** (pay 3 Wealth per Party member; this will end your day) – go to Verse 6.
- **Leave the market** – Exploration ends.

5

Go to:



6

You lie in a cramped, dark cell, feeling an increasing need to escape. The Allfather gazes from every wall with his judging eyes. But the air is warm and smells pleasant. You force yourself to close your eyes and try to relax.

Each party member discards the Exposure Marker, gains 2 and 1 , and Passes for the rest of the day. Exploration ends.

8

Wide pipes span almost every corridor, hot steam leaking from seams. They look dangerous, on the cusp of bursting, but it's warm inside this strange city. You see few people, and they rush about. There is nothing interesting to visit or anyone of note with whom to speak.

Go back to the start of this Location and make another choice.

10

Three guards order you to stop before the entrance to the city. Despite rime covering their beards, they stand motionless. Their faces are darker than people from other parts of the island. The guards tell you the city is closed to strangers, and unless you are Colony's friend, you won't be allowed in.

- **Ask for help** (only if you don't have the **"Means of Survival"** part **8** status) – You have traveled a long way from home. Go to Verse 11.
- **Ask what you can do to become the Colony's friend** – go to Verse 12.
- **Tell them about your deeds** (requires all Characters AND the **"Cracked Sanctuary"** part **1** status; this will end your Chapter) – go to Verse 13.
- **Leave** – Exploration ends.

Dream

You know what to do. You dig, as you should. You dig as well as you can. Other pale-skinned people give you food while you work. You hear strange cries, but you are calm when you see tall warriors with dark faces, you know you're safe. You get back to work.

Each Character who has this Dream gains 1.

Nightmare

You enter a shallow sleep you can't wake up from, even though you want to you dream about wyrdness changing your body and mind, slowly adjusting to your new life in the cramped underground colony, packed tight with other people you can't help but hate, though they suffer as much as you.

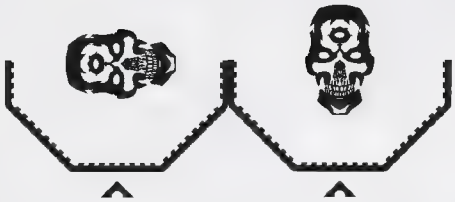
Each Character who has this Nightmare loses 1.

11

Go to:

12

Go to:



13

Go to:

208 Valley of Guardians

If you are playing **Chapter 8**, go to Verse 1. Otherwise, read on:

You enter a strange valley full of broken statues, stone remains strewing the ground. The wind quickens in this tunnel of wyrdstone, chilling you to the bone. You remember stories of this place that as soon as you enter, you sense something watching you, and feel unfathomable horrors lurking just beyond your field of vision. But right now, you feel only emptiness and sadness.

Each Party member gains 1 Exposure.

- **Explore the crevices in the walls** (pay 1 per Party member) – go to Verse 2.
- **Leave** – Exploration ends.

1

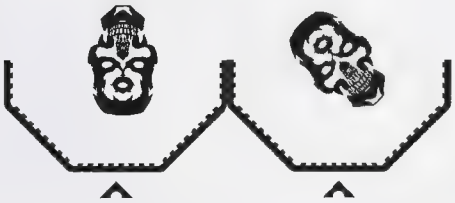
You prepare to enter the valley, a narrow corridor leading through the high wyrdstone wall. Legends say Tuathan lies beyond, the realm of the Fore-dwellers. A year ago, you might have claimed both this ancient race and their lost city were just fables now you're not sure. What else is true? As much as you'd like, you won't learn that today. You must go back. One of the Fore-dwellers, the Pale Lady, waits for you under the Fractured Tower.

Move all Party member to Location **243**. Exploration ends.

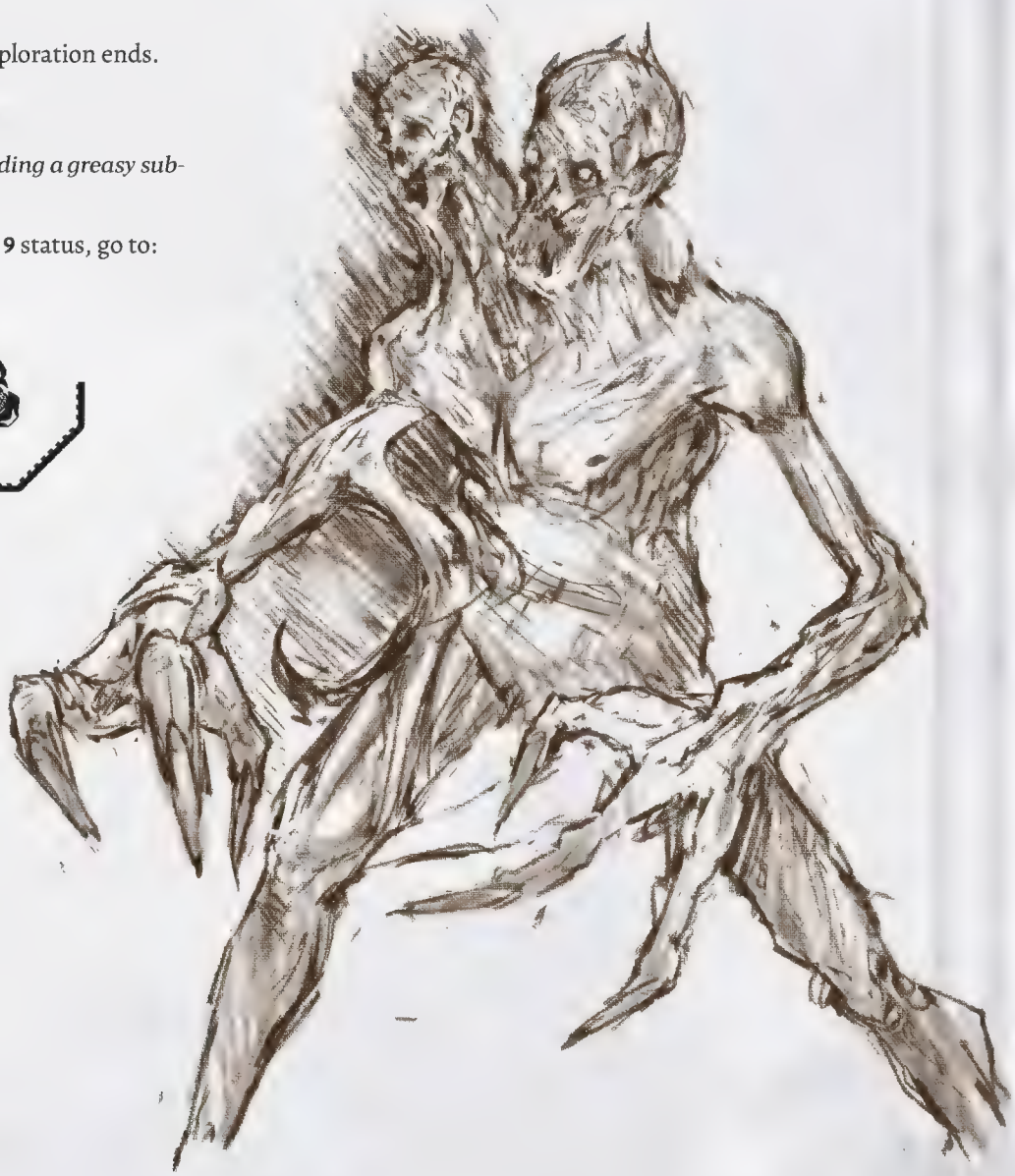
2

You explore narrow crevices of the walls, finding a greasy substance and snow-covered bones.

If you **don't have** the **"Lost Treasures"** part **9** status, go to:



Otherwise, Exploration ends.



If there's no Fore-dweller model on this Location, go to Verse 12.

Pale Lady leads you through the breach, and you emerge in a city surrounded by the high walls of Tuathan. Wyrdness swirls between tall buildings and gathers around a shifting statue in the central plaza. The sculpture roughly resembles a menhir, save for countless eyes forming and disappearing around its head, and a variable number of constantly growing and fading arms. Its body glimmers, changes. For the Fore-dwellers, it must be something like a Fore-dweller is to humans. Then, you notice several four-armed figures huddled around this statue. "The last city of my people," Pale Lady says with a sigh.

- **Approach Fore-dwellers** – go to Verse 4.
- **Investigate the statue** – go to Verse 1.
- **Leave** – Exploration ends.

1

If there is an Active Menhir on the **"Weeping Watcher"** Location (**246**), go to Verse 15.

Otherwise, read on:

Wyrdness is so thick around the statue that you can't get closer than a few steps.

- **Study the statue** – go to Verse 7.
- **Back out** – go back to the start of this Location and make another choice.

2

The Pale Lady tries to translate: "A slow, cold demise. As the wyrdness seeped out to fill the void left by the fading of the menhirs, it became too diluted to support us. Then, came the cold, stifling the pure change upon which our bodies depend. In our final struggle, we managed to make this: the un-menhir. The essence of the ever-changing life. But it was too late, most of us were gone, and no could be born anew."

Go back to Verse 4.

3

"Wyrdness is all lives possible, all ideas condensed, it is the change that this world – and we – need," Pale Lady echoes. "It makes us, and we make everything from it."

Go back to Verse 4.

4

If there is an Active Menhir on the **"Weeping Watcher"** Location (**246**), go to Verse 15.

Otherwise, read on:

Fore-dwellers ready their primitive weapons – you're almost sure that this defensive behavior relates to Pale Lady's presence, not yours. They exchange words that unfurl in your mind like a tightly packed cloth tossed free on the wind. You can't understand any of them. Pale Lady turns to you and asks if you want to speak with her kind.

"It's impossible to accurately translate this," she warns. "Each word would take tomes of human speech to transcribe. But I can give you a faint approximation."

- **Ask them what happened to the rest of the Fore-dwellers** – go to Verse 2.
- **Ask them about wyrdness** – go to Verse 3.
- **Ask them about Avalon** – go to Verse 6.
- **Ask them about the strange, shifting menhir** – go to Verse 5.
- **Ask them for help** (only available in **Chapters 14-15** and requires the **"Decision"** part **3** status) – go to Verse 10.
- **Leave** – Exploration ends.

5

"In a final struggle, we asked someone mightier than us to rescue what was left of our race. This thing unravels the coils of wyrdness and reproduces them, in the same way our land did before humans interfered," Pale Lady explains. "Its inner workings are much more complicated than those of our memorial shrines you humans have so callously twisted to your own ends and called 'menhirs.'"

Go back to Verse 4.

6

After hearing the answer of the Fore-dwellers, Pale Lady says: "The island is lost to us, its ancient glories faded, its purpose lost. The middle bough has wilted. The spaces beyond the stars and the human world beyond the mists drift farther apart, with nothing to connect them. We are no longer needed. The best that can happen is death that will cause us to ascend or descend."

If you **have** 4 or more or , go to:

Otherwise, go back to Verse 4 and make another choice.

7

Go to:

8

A tall, four-armed monster blocks your way. It stares at you silently, then sits again. You don't know what it means, but it seems that you're safe for a while. The statue, covered in a thick veil of mist, compels you to look at its ever-changing presence.

Each Party member gains 1.

- **Try to communicate with these monsters** – go to Verse 14.
- **Study the statue** – go to Verse 7.
- **Leave** – Exploration ends.

10

If you **have** the Secret card **89**, one of them is already with you – go back to the start of this Location and make another choice. Otherwise, read on:

The Pale Lady explains your wishes to the Fore-dwellers. They don't believe her words, and demand access to your mind to see for themselves.

- **Agree** – choose a Party member whose mind will be probed. Place a Quest Token on their Character Tray and go to Verse 13.
- **Disagree** – Exploration ends.

12

You enter the alien city high buildings with seemingly impossible geometries flank the lone plaza. A strange, shifting statue stands in the middle of it, surrounded by hunched figures with too many arms and hands. Some point as you approach.

Each Party member gains 1.

- **Approach the statue** – go to Verse 8.
- **Leave** – Exploration ends.

13

A four-armed monster leans over you and touches your head, pressing sensitive points of your temples. Agonizing pain flares in your skull, a piercing gaze looks through your soul, and an alien mind shares its incomprehensible thoughts with you. After a while, the sensation dissipates, and the Fore-dweller agrees to join you in your quest.

The Character with a Quest Token on their Character Tray gains 2 and 1 Exp. Then, they discard the Quest token. Gain Secret card **89**. Exploration ends.

14

Your attempts at speaking with them are fruitless, and only bring you one step closer to madness.

Each Party member gains 1. Go back to Verse 8.

15

Several Fore-dwellers curl in the thick cloud of wyrdness surrounding the shifting statue in the center of this city. They snarl as you try to approach them, and the Pale Lady stops you, saying you should leave them until the menhir in Weeping Watcher goes dark.

Go back to the start of this Location and make another choice.

Dream & Nightmare

You can't express the pain and sadness of lacking the vital medium that can be turned into anything. You feel like someone who lost command of their own limbs. The hard, cold reality hurts you. Simple particles of air and the foam of fine elements that create them can't maintain your manyfold existence. You can't change yourself to adapt to this frozen world, and even death, the ultimate change, is now beyond your grasp. The only thing you can do is languish in misery.

Each Character who has this Dream or Nightmare loses 1 and gains 1.

The enormous swords dwarf even the mountains – one lies on its side, its blade reaching the Bleeding Land, its pommel obscured by the mists in the east. A ruined building nestles under its edge. You notice a village hanging high above between the remaining two swords – an enormous hammock stretched under the gray sky.

- **Gain access to the village** – go to Verse 1.
- **Visit the ruin under the lying sword** – go to Verse 7.
- **Go on a hunt** (pay 1 per Party member) – go to Verse 3.
- **Leave** – Exploration ends.

1

If you **have** at least 3 or 7 Rep, go to Verse 6.

Otherwise, choose one:

- **Pay for an entry** (pay 2 Wealth or 1 Food per Party member) – go to Verse 6.
- **Leave** – go back to the start of this Location and make another choice.

2

You are lifted on a shaky platform, and as soon as you reach the suspended village, you are greeted by tips of spears pointed at your chest. They belong to a group of people wearing heavy furs. A woman, speaking in an unfamiliar accent, asks what you are doing here, and how you found this place. You tell them about your travels, avoiding the story about your four-armed ally and remodeled menhirs. People relax, and the woman explains their behavior – they suspected you might be wyrdspawn or worse, a tainted monster from the east – but these creatures can't speak as well as you. As she guides you into the village, you notice your first impression was wrong. They don't wear furs – thick hair simply covers their skin.

Gain the **"Friends"** part **6** status. Go to Verse 14.

3

Mountains should abound with wild game.

Roll a die and add your . Check your final result:

1-3 – *You catch a small fox, but its desperate yelps attract something much larger that attacks you.* Gain 1 Food. Draw 2 green Encounters and resolve one with the higher value.

4-7 – *You find a nest filled with delicious eggs. As you prepare to pilfer them, a mountain predator finds you.* Gain 2 Food. Resolve a green Encounter.

8+ – *On a cliff you find a family of puffins. You kill some of them before they can react.* Gain 2 Food. Resolve the **"Glacial Puffin"** green Encounter (Difficulty 1).

Then, Exploration ends.

4

You wander around, doing your best not to fall to your death. Many of the Cuanacht's residents seem interested in talking to you.

- **Ask about town's origins** – go to Verse 9.
- **Ask about the town's unusual construction** – go to Verse 11.
- **Ask about the warm air** – go to Verse 13.
- **Ask about their fur** – go to Verse 15.
- **Leave** – go back to Verse 6.

5

There is no regular market here, but many people are willing to exchange goods with you.

- **Get some equipment** – draw top 2 Item cards. You can buy any number of them for 1 Food and 4 Rep each. Shuffle the rest back into the deck. Exploration ends.
- **Hire a companion** – draw 2 Companion Items. You can buy one of them for 2 Wealth and 4 Rep. Shuffle the other one back into the deck. Exploration ends.
- **Leave the market** – Exploration ends.

6

If you **don't have** the **"Friends"** part **6** status, go to Verse 2.

You try to avoid looking down – the planks making up the walkways are narrow, and the whole town sways in the wind, making you dizzy. What is surprising, the air here is rather warm, even if the creaking and groaning around you makes you shiver.

- **Barter with people** – go to Verse 5.
- **Visit local healer** – go to Verse 10.
- **Learn about this town** – *Until recently, you didn't know it existed!* Go to Verse 4.
- **Rappel down** – Exploration ends.

7

The ruins remind you of a smithy, probably three times larger than the one in Mangrove Huddle. It's ransacked, which shouldn't be a surprise – a village hangs far above it

Go back to the start of this Location and make another choice.

8

You rest in a room with wooden walls covered in an intricate netting of metal ropes. The air is warm, dry, and has a strange smell. The healer tells you not to touch the hot ropes. You obey – the wood is charred around them.

Each Party member discards the Exposure Marker. Go back to Verse 6.

9

This underslung village was founded by refugees who previously lived north of here, where the vast chasm now lies. According to legends, the calamity was caused by the forgotten Cuanacht's heroes – they were supposed to save their farmhold, but instead they brought doom upon it.

Go back to Verse 4.

10

Local healers are also Allmother's priests – you're surprised they don't know about the existence of Allfather's faith. They tell you that they can help cure your exposure or "mind pain."

- **Get the warming therapy** (pay 2 Wealth per Party member) – go to Verse 8.
- **Let him release your painful thoughts** (pay 1 Wealth per Party member) – go to Verse 12.
- **Leave** – Exploration ends.

11

There are several engineers whose only job is to maintain the village's construction and to teach this craft to the new generation. They hesitate to tell you anything, but eventually you manage to coax some information out of them. The village is safe thanks to lighter ropes made of hair that hold the buildings together, while sparser steel ropes bear the brunt of the weight. The art of making these peculiar steel cables is the greatest secret of Cuanacht, one that requires many years of difficult and skilled work.

Go back to Verse 4.

12

The healer sits you down in a chair and asks you to press your head against a wooden backrest. A low buzz fills your head, calming you. After a time that certainly feels too short, the healer helps you stand and bids you farewell. You feel much better, though you don't know why.

Each Party member loses 2 . Go back to Verse 6.

13

It's strange, but almost no one knows how exactly the village is heated – they just point toward the metal ropes and tell you they emit heat, and that you can't touch them or you'll die. One woman says you could poke a rope, but only with a wooden stick. Otherwise, the heat will enter your body and kill you. Maybe the local master engineer would know more, but he only speaks to enlightened people.

If you **have** 3 or more , go to Verse 16. Otherwise, go back to Verse 4.

14

The people are busy with a funeral, and no one has time to talk with you any longer. Two men close shut a tight, wooden coffin – you glance at the interior and see a woman with a slit throat. Men wearing heavy leather clothes climb the ropes leading toward the giant sword, hauling the coffin to the weapon's edge. Soon, the coffin hangs from the blade, along with countless others.

You ask how the woman died – it appears some beast climbed up to the village, killed the smith, and stole her tools, including a hammer used by her to shape metal shards from the swords. The murderer must have escaped east – the blood trail leads there, toward the tainted necropolis.

Gain the **"Clues"** part **7** status. Go back to Verse 6.

Hint: You should go east to find the missing tools.

15

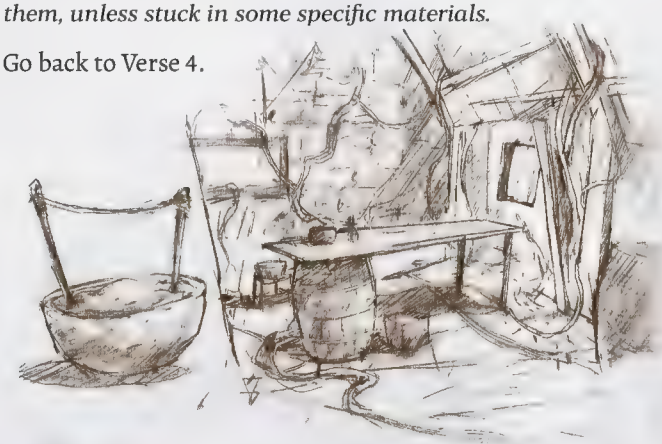
They don't answer and instead inspect you carefully. Then, they ask you why you have so little hair. They are suspicious and accuse you of being a wyrdspawn.

Resolve the **"False Accusation"** Blue Encounter (Difficulty 3). Then, Exploration ends.

16

A young woman decides to speak with you after hearing your questions. You walk into her workshop and see slivers of strange metal on her table between bowls of water, soil, and vegetables. She tells you that the heat appears in the steel ropes when they connect the two swords, but not when they are attached to the same one. It must be some strange property of the wyrdsteel, an invisible current that flows between the two giant blades. To discover its nature, she tests splinters from both swords – so far, she knows they transfer no heat between them, unless stuck in some specific materials.

Go back to Verse 4.



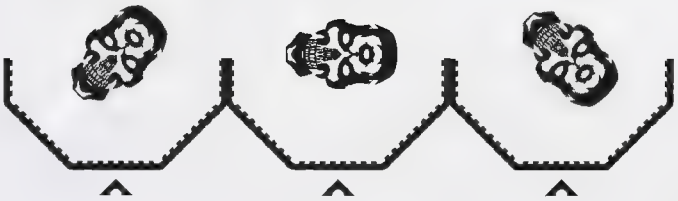
211 Jagged Cemetery

Long bones and elongated skulls protrude from frozen waters, many broken or warped by the wyrdness, some several feet tall. As the wind blows from the sea, the cemetery reverberates with eerie tunes, compelling you to listen.

- **Listen to the ghoulish melody** – go to Verse 5.
- **Search Jagged Cemetery** – go to Verse 2.
- **Visit the sacred site** (requires the **"Mysteries and Visions"** part **2** status) – go to Verse 1.
- **Leave** – Exploration ends.

1

Go to:



2

Fractured bones and three-eyed skulls make for solid footholds on the slippery ice, but it's easy to get lost in the labyrinth.

Roll a die and add your . Add 3 if you **have** the **"Mysteries and Visions"** part **1** status. Each Party member may pay 1 – if all Party members do, add 1 to the result.

Now, check your final result in Verse 8.

3

Suddenly, you are between clouds. Freezing wind slashes your face and wings. The land below is dotted with gleaming spots places full of pulsating magic. You dive toward one of them, willing to kill everything on your way just to get to this tantalizing glow.

You wake from the slumber, lying on ice between bones and worthless trinkets.

If you **don't have** the **"Lost Treasures"** part **2** status, you find a tiny golden mask between rubbish; gain 2 Wealth and the **"Lost Treasures"** part **2** status.

Then, each Party member gains 1. Exploration ends.

5

Discordant, sharp notes hurt your mind. But they also bring a vision to your eyes three spectral silhouettes traversing this cemetery.

Each Party member gains 1. Then, choose one:

- **Immerse in the visions** – go to Verse 9.
- **Cover your ears and escape from the bone forest** – Exploration ends.

8

Check your final result:

1-6 – *No more than ice and bones.* Exploration ends.

7+ – If you don't have the **"Mysteries and Visions"** part **2** status, go to:

Otherwise, each Party member gains 1 Magic. Exploration ends.

9

The air in your vision grows eerie. Three people make a grave from bones and stone. Behind them looms a ghastly, four-armed hulk. Who are they? Why are they not alarmed by this towering creature? Part of you wants the vision to stop, but it is too enthralling.

Each Party member gains 1. Gain the **"Mysteries and Visions"** part **1** status. Then, choose one:

- **Keep listening** – go to Verse 3.
- **Break out of the stupor** (pay 1 per party Member) – Exploration ends.

Dream & Nightmare

The sea is calm. Waves comb shallow grooves in the shimmering sand. The cool breeze smells of salt and adventure. When you blink, the scenery changes water swirls, hail falls from the sky, and gales howl.

Each Character who has this Dream or Nightmare tosses a Dial.

Grail – the Character gains 1 Magic.

Skull – the Character gains 1 Exposure.

212 Black Sands

Soaring dunes of black sand shimmer in the sun. Harmless yet disgusting worms bask on sunlit slopes warm and free of snow. The air tastes of salt as a mild breeze blows from the ocean. If not for the wyrdness lurking in the shadows, this would be a perfect place to rest.

- **Collect worms** (pay 1) – gain 1 Food. Then, go to Verse 6.
- **Lie down on the warm sand** (pay 1 per Party member) – go to Verse 3.
- **Traverse black dunes and rest by the sea** (each Party member loses 2) – go to Verse 5.
- **Follow the fresh trail in the sand** (only available in **Chapter 1**: **Part 4**; pay 2 per Party member) – go to Verse 1.
- **Leave** – Exploration ends.

1

Go to:

2

The ground shakes as something emerges from the sand.

Go to:

3

You bask on the warm sand, letting yourself forget about everything. The cold leaves your body, and worries escape your mind.

Each Party member discards the Exposure Marker and loses 1 .

Go to Verse 6.

5

Getting to the sea was tiring, but worth the effort. Sun glimmers on ice and distant water. Sand radiates with heat that comforts your chilled body.

Each Party member loses 2 and gains 1 .

Go to Verse 6.

6

If you **have** the **"Means of Survival"** part **1**, Exploration ends.

If there are at least 2 Time Tokens on this Location, go to Verse 2.

Otherwise, place a Time Token on this Location. Exploration ends.

The hunters from Mangrove Huddle often visit Glimmering Forest it's full of game, and its leafless trees provide ample light and shelter. Roots emerge from earth and ice, making it difficult to navigate. If you follow animal tracks, you'll always find an easy path.

- **Follow the trail** – go to Verse 6.
- **Climb a glimmering tree** (pay 1 per Party member) – go to Verse 2.
- **Delve into the forest** (only if you **don't have** the **"Wilderness Encounters"** part **1** status) *You think you saw a glimpse of a human there.* Go to Verse 4.
- **Leave** – Exploration ends.

1

You find a hidden glade with a massive block of salt at its center. Beneath the block, there's a puddle of water.

If you're playing **Mabd** and you **don't have** the **"Lost Apprentice"** part **1** status, go to Verse 3.

- **Prepare an ambush for animals** (pay 3) – go to Verse 10.
- **Drink from the puddle** – go to Verse 7.
- **Leave** – Exploration ends.

2

When you try to climb the tree crown, an invisible barrier glimmering with runes stops you.

- **Force through the barrier** (pay 1 Magic per Party member) – go to Verse 5.
- **Examine the runes** – go to Verse 8.
- **Climb back down** – Exploration ends.

3

You notice a trail of bare feet dotted with drops of blood leading toward a tree. Anxiety grips your heart. You climb the tree and find several parchments tucked between the branches, with more blood staining the bark. It looks like someone rested here for a while. You grab the parchments and study carefully. They are your apprentice's notes and map sketches, showing areas near Forest Sanctuary, Sleeping Rocks, and Stone of Memories. You hope you will find her there.

Mabd gains 1 Exp. Gain the **"Lost Apprentice"** part **1** status. Go back to Verse 1.

4

A man leans on a steel shovel deep in the woods. A pickaxe with a bent point lies nearby. He must have buried something valuable. You thought you were quiet enough to avoid being spotted, but the man raises his head and looks at you. "What do you want?" he asks.

Gain the **"Wilderness Encounters"** part **1** status. Then, choose:

- **Calm him down** – go to Verse 11.
- **Strike him down** – go to Verse 9.
- **Say you're sorry and leave** – Exploration ends.

5

A slight gust of the arcane is sufficient to pass through the obstacle. Once on the other side, you immediately feel blissful and safe. You now understand the crowns of these trees are in fact bubbles of some ancient, protective force.

Each Party member gains 2 .

Exploration ends.

6

The track is clearly visible in the snow. But soon, it fades on hard ice.

Roll a die, add your . Check your final result:

1-4 – *You can't find anything at first, but then you notice a trail.* Each Party member loses 1 . Go to Verse 1.

5+ – *There is a barely visible trail leading deeper into the forest.* Go to Verse 1.

7

The water is bitter and makes you nauseous. You fall to your knees and vomit, cursing yourself for this idea. Once you can stand, you feel a strange tingling in the tips of your fingers.

Each Party member loses 1 , gains 1 and 1 Magic. Exploration ends.

8

The branches aren't comfortable, but the runes on them are undoubtedly interesting. Though roughly similar to other old sigils, many of them have grown wild, expanding the familiar forms with additional hairline strokes, like young sprouts. Still, those with adequate knowledge of the arcane could benefit from them.

If there is a Dial with a Time Token on this Location, Exploration ends.

Otherwise, you may place a Dial with a Time Token on this Location and set it to 4 – if you do, each Party member who has less than 4 Magic gains 2 Magic for each point of their . Exploration ends.

9

After receiving the first strike, the man goes berserk. Muscles bulge under his skin, and his eyes roll back in his head. He's entering a wyrd spasm!

Resolve the **"Mad Warrior"** gray Encounter (Difficulty 1).

If you win or Enemy Runs Away, go to:

Otherwise, Exploration ends.

10

You hide and wait...

Roll a die. Check your final result:

1 – *Nothing comes for many hours, and you must leave.* Exploration ends.

2+ – *Finally, a tasty boar comes. It should be an easy prey.* Resolve the **"Frenzied Boar"** green Encounter (Difficulty 1). It does not have the *Runs* Trait in this Encounter. Exploration ends.

11

The man is suspicious and at least slightly mad. You try to convince him to get away from here.

Resolve the **"Suspicious Guard"** blue Encounter (Difficulty 0).

If you win, he asks you to wait for a while, and he goes away. It is your chance to steal his treasure! Go to:

Otherwise, choose one:

- **Leave the man alone** – Exploration ends.
- **Attack him** (each Party member loses 1) *He was waiting to strike you!* Go to Verse 9.

Dream

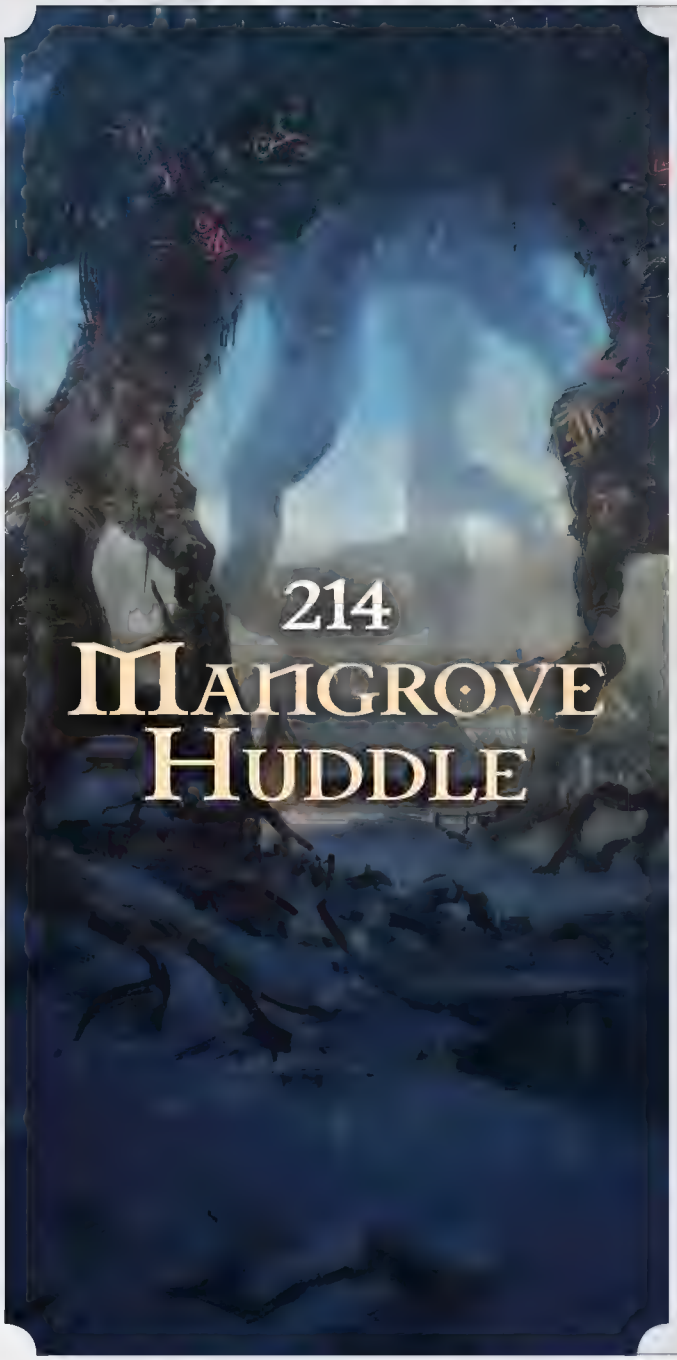
A large tree stretches its roots to the sea, as if testing its delightful warmth. The tree's crown blooms with golden flowers and gleaming runes. West wind sweeps some of them away toward their new, fertile cradle.

Each Character who has this Dream and has less than 3 Magic gains 1 Magic.

Nightmare

A mighty tree is dying. In desperation, it sheds its fading magic and throws it eastward. Seeds try to grow on barren land, but most fail, and the rest are merely a fragile shadow of their parent.

Each Character who has this Nightmare gains 1 . Each Character who has this Nightmare and has less than 3 Magic gains 1 Magic.



214 Mangrove Huddle

If you **have** the **"Time"** status, go to Verse 13. Otherwise, read on:

A small settlement huddles between the roots of a giant, nameless tree — one of the few havens left on this island. Wyrdness avoids this region — they say because of legendary Merlin's blessing. Shining runes on black bark also repel the cold. Still, you're not sure if the town can prevail — its people peer with hunger in their eyes. The wyrdness thickened recently, preventing hunters from making longer excursions and destroying the crops. Some whisper the runes dim, but such rumors are suppressed by the vigilant Allfather's priests and caretakers who tend the tree.

If you are playing **Chapter 1**, go to Verse 16.

If you **have** the **"Horrors"** part **3** status and **don't have** the **"Horrors"** part **4** status, go to Verse 14.

If you **have** Secret card **2**, go to Verse 3.

Otherwise, choose one:

- **Visit the meager market** – go to Verse 6.
- **Go to the warmth healer** – go to Verse 9.
- **Inquire about surroundings** – go to Verse 2.
- **Ask townsfolk to help you prepare** (only if you **don't have** the **"Means of Survival"** part **3** status) – go to Verse 4.
- **Speak with the village elder** (only available in **Chapters 2-3**, if you **don't have** the **"Missions"** part **1** status) – go to Verse 1.
- **Deliver prisoner** (only available in **Chapter 2** and requires the Secret card **12**) – go to Verse 17.
- **Finish your food quest** (requires **Dagan** and exactly 3 parts of the **"Needed Supplies"** status) – go to Verse 15.
- **Find the singer** (only if you **have** part **7** and **don't have** part **8** of the **"Missions"** status) – go to Verse 18.
- **Leave** – Exploration ends.

1

"We had to send out hunters soon after you departed. They were to find food in the Icicle Forest to the north-west. It turned out to be a bad idea — they went missing," says the village elder. "Only you have any experience in traveling through the wyrdness, so please rescue them. We need our hunters back."

If you're playing **Chapter 3**, go to Verse 8.

New Task: Go to Icicle Forest and find the missing hunters.

Otherwise, go back to the start of this Location and make another choice.

2

You decided to speak with one of the trackers, an experienced woman who once tried to go past the Twisted Pathways. She tells you that to the east is the Glimmering Forest, a magical place that was also the main food supply of the Huddle. Some game can also be found in the Twisted Pathways and Icicle Forest, but it's hard to reach them. To the west is the Forbidden Cage, a haunted, terrible place. To the south, there's a secluded island — legends say it is inhabited by monsters and plague. The tracker also mentions a weird tower and a ruined village with distinct ices statues near the Twisted Pathways.

If you **have** replaced Location **202** with Location **282**, go to Verse 7. Otherwise, go to Verse 5.

3

You enter the town, dragging the bodies of the hunters on a makeshift sled. Soon, their grief-stricken families approach. Despite their mourning, they take time to thank you, invite you to the funeral and offer you a small gift for your effort. They must have expected this outcome.

Discard the Secret card **2**. Each Character gains 1 Exp. Each Party member gains 2 Rep and 1 Food. Choose one:

- Each Party member discards the Exposure Marker.
- Gain the **"Oiled Tent"** Item.

Then, Exploration ends.

4

Gain the **"Means of Survival"** part **3** status.

If you **have** the **"Legacy"** part **11** status, go to Verse 10. Otherwise, read on.

The people of Mangrove Huddle are not content. As they collect equipment for you, they grumble it is you who should have helped them, instead of robbing them of their last supplies.

Gain 2 Items. Each Party member gains 2 Food and loses 2 Rep.

Exploration ends.

5

You thank the huntress, but she stops you. "One more thing. Beware of the Perilous Chasms north of here. Should you enter, you'll find only injury and death."

Exploration ends.

6

This town doesn't have a big market. People sell some necessities to other townsfolk, and nothing more. But if you have excess food, everyone will buy it. Also, everyone is interested in goods from other cities, since storytellers, who often brought trinkets from afar, cased their travels between the settlements.

- **Haggle for better prices** (pay 5 Rep, reduced by 1 for each point of your) – go to Verse 11.
- **Sell food** – pay 2 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy equipment** – draw top 2 Craftable Item cards. You can buy any number of them for 4 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each of them. Then, make another choice.
- **Leave the market** – Exploration ends.

7

You thank the huntress, but she stops you. "There's also a Round Farmhold north from here. People there aren't fond of visitors, but if you want to trade, it's a good place to go."

Exploration ends.

8

"Many days have passed since they headed out. I'm afraid they might be dead," says the village elder. "But we are a tough people. I myself once lived through a month-long blizzard in the wilderness. There's a chance at least some of them are still hanging on. Please, hurry!"

Go back to the start of this Location and make another choice.

9

If you **have** the **"Legacy"** part **11** status, go to Verse 12. Otherwise, read on.

The warmth healer offers herbal sauna therapy to banish the chill. He also recommends warming mixtures for long travels.

Each Party member may pay 2 Wealth to discard the Exposure Marker.

Each Party member may pay 3 Wealth to gain the **"Fiery Brew"** Secret card (**54**).

Note: There are only 3 **Fiery Brew** cards, so manage them wisely.

Then, Exploration ends.

10

There is a legend in Mangrove Huddle of heroes who saved the entire village from certain death. The survivors were ancestors of current residents of the town – and to honor these heroes, people here are known to help all in need.

Gain 2 Items. Each Party member gains 3 Food.

Exploration ends.

11

Short negotiations were enough to secure better prices.

- **Sell food** – pay 1 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy equipment** – draw top 3 Craftable Item cards. You can buy any number of them for 2 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each of them. Then, make another choice.
- **Leave the market** – Exploration ends.

12

The "warmth healer," with a large Allmother's pendant visible under the shirt, offers you sauna therapy to banish the chill. He also advises you to buy mixtures to warm yourself during long travels.

Each Party member may pay 1 Wealth to discard the Exposure Marker.

Each Party member may pay 3 Wealth to gain **"Fiery Brew"** Secret card (**54**).

Note: There are only 3 **Fiery Brew** cards, so manage them wisely.

Then, Exploration ends.

13

If you **have** the **"Means of Survival"** part **9** status, remove Location **214** from the game and replace it with Location **294**. Then, Explore this new Location for free.

Otherwise, remove Location **214** from the game and replace it with Location **293**. Then, Explore this new Location for free.

14

Go to:

15

If you **have** the **"Needed Supplies"** part **4** status, you've already finished your quest – go back to the start of this Location and make another choice.

Otherwise, go to:

16

If all Characters are in the Party, go to:

Otherwise, you must gather your party before venturing forth – Exploration ends.

17

Go to:

18

Go to:

Dream

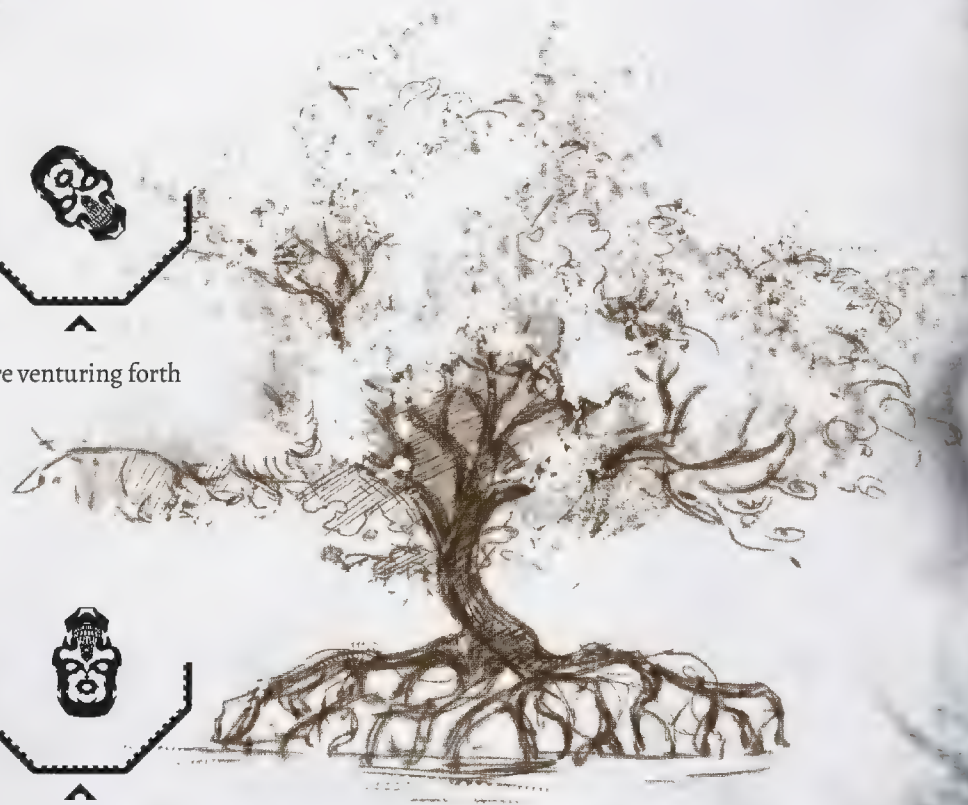
You see the court wizard raising a magical barrier around a giant tree growing out of the calm waters of the bay. The barrier covers the ships, anchored at the foot of the tree. While the wizard works, you and other knights distribute supplies to settlers gathered on the shore while a healer tends to their wounds.

Each Character who has this Dream and has more than 4 Food loses 1 Food and gains 1 Rep. Then, each Character who has this Dream gains 1 .

Nightmare

Your runes flicker desperately. Pathetic leeches drink your magic, but you can't do anything about them you're just a tree. To make matters worse, they keep feeding you with their carrion. Oh, how you despise these maggots!

Each Character who has this Nightmare loses 1 .



215 Forbidden Cage

A broken iron cage stands in the middle of an otherwise empty plain. The surrounding lands look much more interesting to the south lies a cursed island, unreachable across a sea of perilous ice floats; a vast chasm blocks the west, representing the gaping wound in the hearts of people failed by their heroes, according to legends.

- **Approach the cage** – go to Verse 4.
- **Look into the vast chasm** – go to Verse 5.
- **Follow the safe path to the south** (requires the **"Clues"** part **8** status) – go to Verse 3.
- **Follow the blood trail** (requires the **"Clues"** part **8** status) – go to Verse 7.
- **Leave** – Exploration ends.

2

You stand in front of the bent bars. The snow-covered iron interior doesn't look appealing, but the awful smell of burned flesh has somehow faded. Or did you simply grow accustomed to it?

- **Go into the cage** – go to Verse 6.
- **Pay your respects to the deceased** – go to Verse 9.
- **Leave** – Exploration ends.

3

The ice is treacherous, but you've memorized the safe path well.

If Location **269** is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters), or 3 Magic (4 Characters) to attach Location **269** to the bottom of Location **215**.

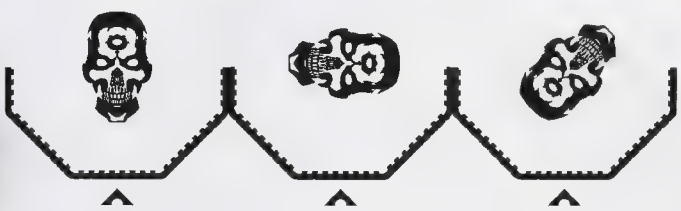
If Location **269** is attached to this card, you may pay 1 per Party member to move all Party members to Location **269**. Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

4

When you walk toward the cage, an unpleasant feeling overflows you, as if something terrible is going to happen.

If you **have** 1 or more , go to Verse 8. Otherwise, go to:



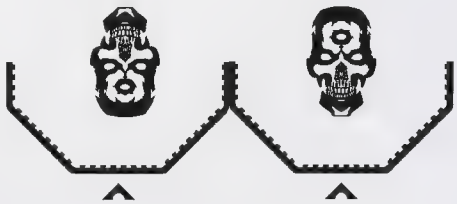
5

You approach the chasm. You see fragments of ruined buildings on the walls of the fissure. On one of the many ledges, you notice broken stone hands holding a cup.

Go back to the start of this Location and make another choice.

6

Go to:



7

The bloody trail leads north from here, toward Menhir Meadow.

Go back to the start of this Location and make another choice.

8

The disgusting, greasy smell of burnt hair and flesh fills your nostrils. You turn instinctively, looking for any source of flame, but the highland is cold and dead.

If you **have** 2 or more or , go to Verse 2. Otherwise, go to:

9

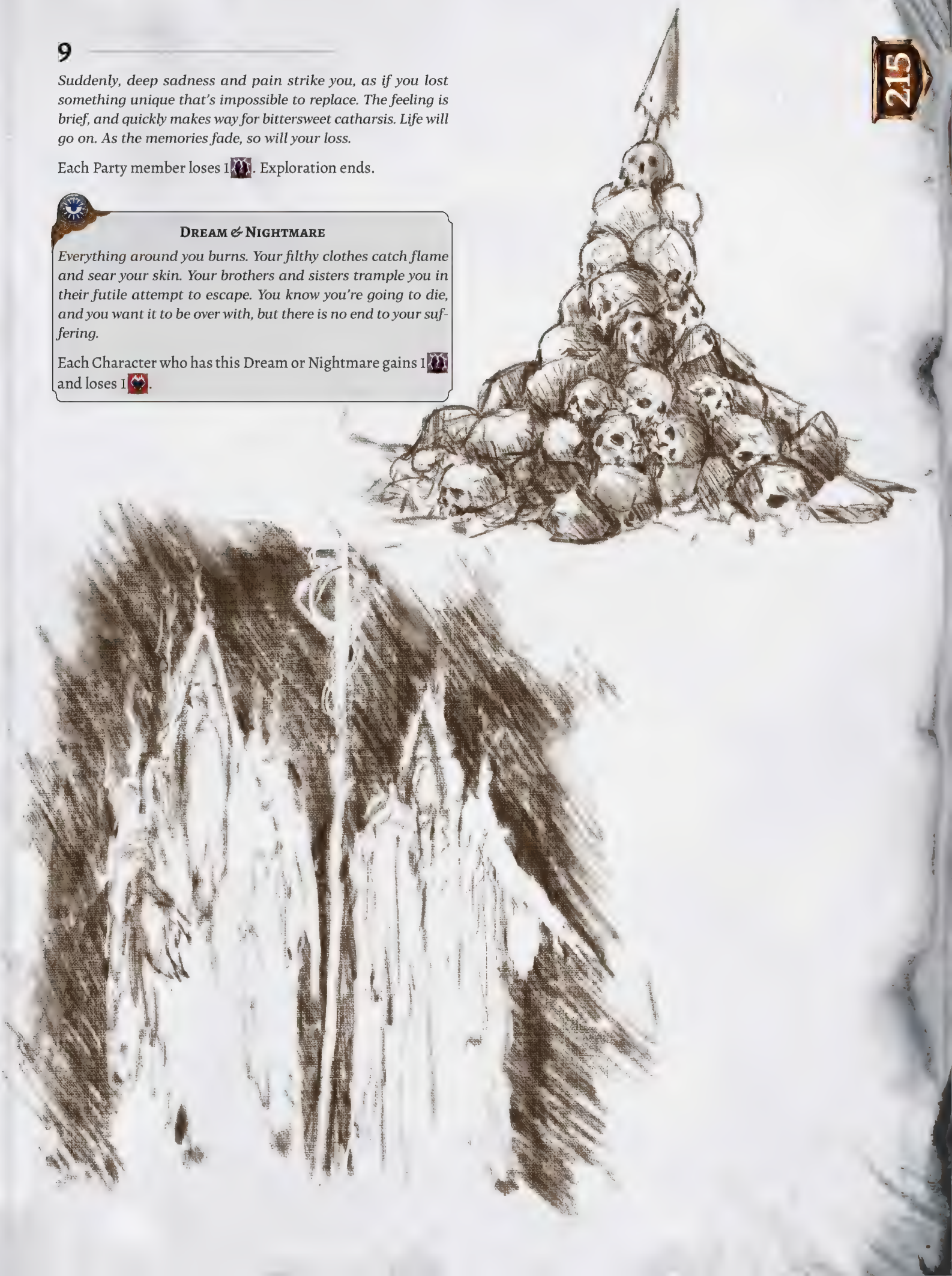
Suddenly, deep sadness and pain strike you, as if you lost something unique that's impossible to replace. The feeling is brief, and quickly makes way for bittersweet catharsis. Life will go on. As the memories fade, so will your loss.

Each Party member loses 1. Exploration ends.

Dream & Nightmare

Everything around you burns. Your filthy clothes catch flame and sear your skin. Your brothers and sisters trample you in their futile attempt to escape. You know you're going to die, and you want it to be over with, but there is no end to your suffering.

Each Character who has this Dream or Nightmare gains 1 and loses 1.



221 Desert Hideout

The hideout is cold but protected from wyrdness, allowing you to rest for a moment and gather your thoughts. Not so far from here, to the north, you see ruined machinery leading up the cliff. On your way here, you came across many sets of fox tracks. You wonder if this snow desert hides other secrets..

- **Scout the desert** (pay 1 per Party member) – go to Verse 6.
- **Hunt snow foxes** (only if there is no Time Token on this Location; pay 2) – go to Verse 3.
- **Climb up the cliff** (requires the **"Means of Survival"** part **4** status) – go to Verse 1.
- **Activate protective amulets** (only available in **Chapter 1**; requires all Characters and Secret card **44**) – go to Verse 2.
- **Meditate** (requires all Characters and the **"Initiation"** part **1** status) – go to Verse 5.
- **Rest in the hideout** – each Party member loses 1 . Exploration ends.

1

Old ropes and ladders lead up the cliff. They look like they may fall apart at any moment, but if you want to go up, this is the only way.

If Location **227** is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters) or 3 Magic (4 Characters) to attach Location **227** to the top of Location **221**.

If Location **227** is attached to this card, you may pay 1 per Party member to move all Party members to Location **227**. Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

2

Go to:

3

Place a Time Token on this Location. Resolve the **"Snow Fox"** green Encounter (Difficulty 1). Exploration ends.

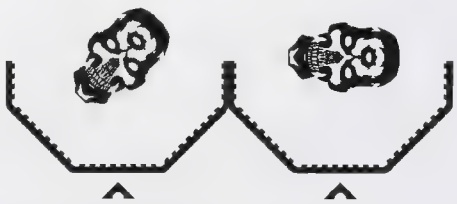
5

You kneel on the snow and think on the priest's words – about how the cold protects the world from wyrdness. About thoughts growing clearer when the body is freezing. A strange calmness and comfort envelop you.

Each Party member gains 1 Exposure. Gain the **"Initiation"** part **3** status. Exploration ends.

6

Go to:



Dream

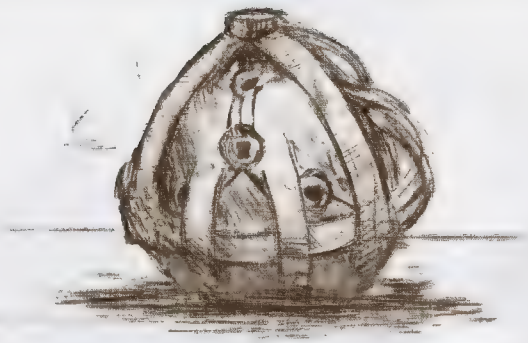
You are in a small tavern, where the only other visitor is the wind that brings the smell of dampness and rot. You like it it's the scent of the familiar bog. Almost every time you come here, you end up taking part in a great feast.

Each Character who has this Dream loses 1 .

Nightmare

You are old. Too old for changes. But now, the snow fell from the sky and covered everything you knew – yellow leaves, soft moss, glades bathed in sunlight. All that's left is the cold, and your never-ending hunger.

Each Character who has this Nightmare loses 1 Food.



223 Menhir Meadow

If you **don't have** the **"Dismay"** part **8** and **have** the **"Clues"** part **8** status, go to Verse 3. Otherwise, read on:

The first thing that catches your attention is a circle of statues carved in ice, surrounding a menhir in the middle of a ruined settlement. People say that menhirs once protected the island from wyrdness, but even so, they don't work now. You notice a gaping hole, tall as an upright human, in the building's wall, framed with tiny blue crystals. Nothing lies beyond except pitch-black void. A pang of primal fear stabs at your heart as you investigate.

If you **don't have** the **"Mysteries and Visions"** part **4** status, go to Verse 2.

If there is a Fore-dweller model or Time Token on this Location, go to Verse 1.

Otherwise, go to Verse 5.

1

Choose one:

- **Examine the ice statues** – go to Verse 6.
- **Search through the ruins** (pay 1 per Party member) – go to Verse 7.
- **Absorb the menhir's magic** (requires the **"Leaking Magic"** Secret card (**24**)) – go to Verse 4.
- **Leave the deserted village** – Exploration ends.

2

Go to:

3

Go to:

4

Discard all markers from the Menhir's base. Gain Magic equal to the number of discarded markers. You may discard the **"Ritual Chalk"** or **"Wyrdstone Heart"** Item to gain additional 3 Magic for each of these discarded Items.

Exploration ends.

5

Roll a die. If you **have** the **"Leaking Magic"** Secret card (**24**), add the number of markers on the Menhir's base to the result. If there's an Active Menhir in this Location, add +3 to the result. Subtract your and check your final result:

1-5 – go to Verse 1.

6+ – place a Time Token on this Location and go to Verse 9.

6

There is a menhir in the center of the meadow, surrounded by ice statues carved in its image. The sculptures are crude and half-melted. Inside some of them, there are barely visible white crystals. Deep holes carved in the statues seem to indicate someone tried to pluck these crystals out.

Go back to Verse 1 and choose another option.

7

The ruins are damaged. Barely touching a wall is enough to make it collapse. What is worse, slippery ice covers almost all surfaces.

If you **have** 2 or more , go to Verse 11.

Otherwise, you search the ruins. Roll a die and add your . Check your final result:

1-3 – *You nudge one of the bars, only to be buried under the falling roof.* Each Party member loses 2 and gains 1 Wealth. Exploration ends.

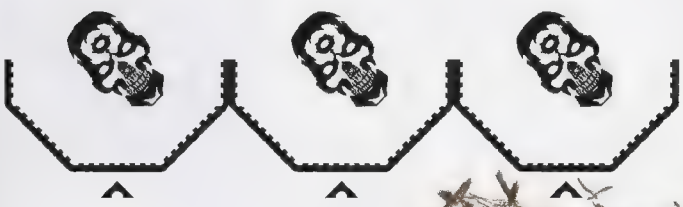
4-6 – *There is still something of value here.* Each Party member gains 2 Wealth. Exploration ends.

7+ – *You think there's a basement over there.* If you **have** the **"Lost Treasures"** part **4** status, each Party member gains 1 Wealth and the Exploration ends. Otherwise, go to:

9

Black silhouette in the sky quickly approaches the Menhir Meadow. Folks from these parts were always advising travelers to avoid these cursed ruins – perhaps for a reason!

Go to:



11

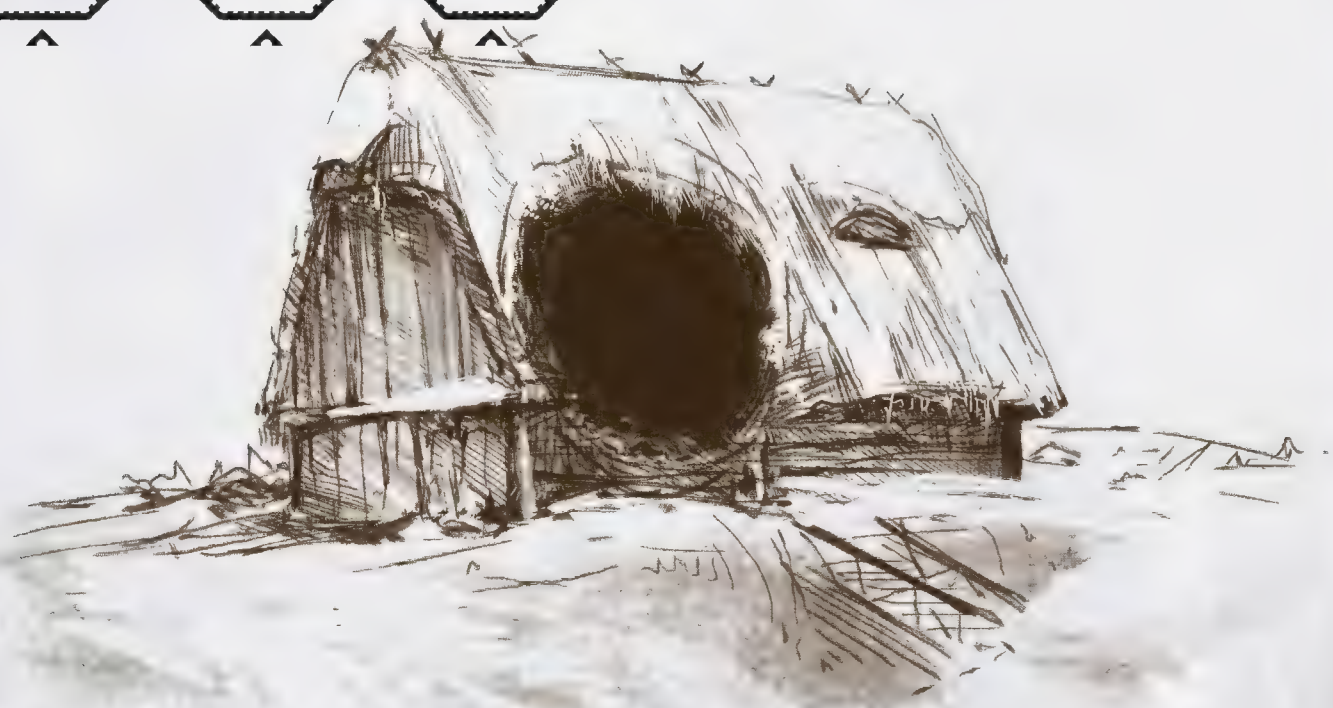
You try to move carefully, but it's cold here, and you start trembling. Frustration boils inside you, and you hit one of the walls with your fist. Stones and wooden bars fall on you.

Each Party member gains 1 Wealth and loses 1 . Exploration ends.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2 , 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character). If there aren't enough models left, take one from another Location of your choice. If you are playing **Dagan**, and you **don't have** the **"Needed Supplies"** part **3** status, go to:



224 Icicle Forest

The wind, originating in chasms to the west and south, rages between gnarled branches, heavy from ice and snow. Its gusts chill you to the bone. In the middle of the forest, a mound stands in the shape of an animal skull with horns made of icicles. You get the feeling you've seen it before.

- **Explore the forest** – go to Verse 4.
- **Approach the mound** – go to Verse 2.
- **Meditate** (requires the **"Initiation"** part **1** status) – go to Verse 9.
- **Leave** – Exploration ends.

1

As you enter the forest, you spot an old trail of blood leading into the woods. You proceed cautiously, until you find a place where a battle took place. Tracks of several people mingle with the ones of a medium-sized wyrm, all splattered in blood. There are no corpses, only shattered fragments of hunting equipment and clothes. You don't think that there are any bodies left.

Gain the **"Missions"** part **1** status. Go back to Verse 4.

2

The entrance to the barrow is open and dark. You place your torch in a sconce and enter the stone skull. There is almost nothing inside — only a thin layer of ice on the ground and an abandoned altar topped with cracked human and animal skulls. It seems a good place to rest, sheltered from the freezing wind.

If you **have** the **"Legacy"** part **15** status, go to Verse 6. Otherwise, read on:

- **Rest** (this will end your day) – each Party member Passes and loses 2 Exposure. Exploration ends.
- **Exit** – go back to the start of this Location and make another choice.

3

You grow tired of the walking, and when you stop to catch your breath, you notice many animal tracks in the snow. Most of them look normal. Not like the ones reshaped by the wyrdness. It's probably an excellent place to gather provisions for Mangrove Huddle. If only it wasn't so hard to get here through the wyrdness...

Dagan gains 1 Exp. Gain the **"Needed Supplies"** part **1** status. Go to Verse 8.

4

If you're playing **Chapters 2-3** and **don't have** the **"Missions"** part **1** status, go to Verse 7.

If you're playing **Chapters 4-15** and **don't have** the **"Missions"** part **1** status, go to Verse 1.

Everything in the forest is encased in a thin layer of ice. It's beautiful, but you see it causes the plants to suffer — a tremendous burden bends them to the ground. You're also suffering, but from a bitter cold.

Each Party member gains 1 Exposure, unless this Party member has an **"Adventurer's Kit"** Item.

- **Admire nature** – go to Verse 8.
- **Locate the nest** (requires **Fyul** and the **"Fallen Wyrdhunters"** part **2** status) – go to Verse 5.
- **Emerge from the forest** – Exploration ends.

5

You march toward the hill you saw from the cliff. The forest grows denser as you progress, as if the trees stand in your way. Finally, you hack your way through and emerge in a small glade. Something resembling a nest lies before you — branches, twigs, frozen animal and human corpses all woven together. It looks abandoned, as if Black Drifter moved somewhere else. You don't mind the sight, but you are terrified of the raw menhir magic this nest radiates. The aura of this place twists your insides painfully.

- **Leave the forest** – Exploration ends.
- **Go claim your revenge** (only if you don't have the **"Fallen Wyrdhunters"** part **3** status) – go to:

6

You feel a presence behind your back. You quickly turn around and see an eerie creature — a deer skull with broad antlers, cold, dead lanterns in both hands, dark veins pulsating slowly under the bare skin. Cold mist surrounds the figure, turning into rime on its antlers and the mound walls.

You feel the creature's hatred and helplessness — as it would like to tear you to shreds for your sins, but it can't because it lost all of its power. "Leave." Strange words reverberate in your mind. "You've destroyed so much already. Don't taint this sacred place, this last memorial of our father anymore."

You don't know what this monster wants, but there's clearly nothing here for you. You leave, with questions floating around in your heads.

Go back to the start of this Location and make another choice.

7

You see a wyrm slowly devouring a human body – more corpses lie scattered around. The beast spits out its meal when it spots you and moves to attack. In its beady eyes, you're only another snack.

Gain the **"Missions"** part **1** status.

Resolve the **"Ice Wyrm"** green Encounter (Difficulty 2). If you win (or the Enemy Runs Away), you recover the bodies – gain Secret card **2** and go back to Verse 4.

Otherwise, you leave corpses behind to save your skin – Exploration ends.

New Task: If you reclaimed the hunters' bodies, take them to their families in Mangrove Huddle.

8

You know how cruel this frost is, but you can't stop thinking how fascinating it looks. You can see red fruits, lush-green leaves, and even small insects encased under the ice. As if they were frozen in time, not in the water.

If you're playing **Dagan** and you **don't have** the **"Needed Supplies"** part **1** status, go to Verse 3.

Each Party member loses 1. Exploration ends.

9

You sit under a tree and press your back to the cold bark. Your body shudders immediately, but you close eyes and try to meditate. You feel life under the ice, hidden deep inside the tree. A life that will last forever.

Each Party member gains 1 Exposure. Gain the **"Initiation"** part **2** status. Exploration ends.

Dream

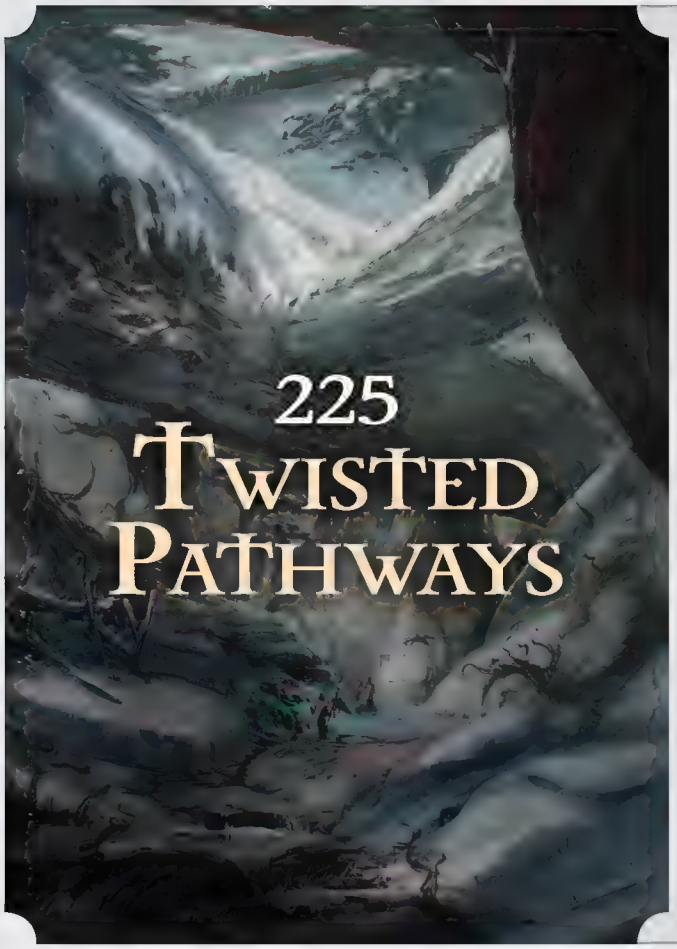
You feel a pleasant chill as you fly between branches in search of prey. You love the moment when your claws sink into a fox's neck.

Each Character who has this Dream gains 1 and 1 Exposure.

Nightmare

You can't stand it anymore. Your fallen body was always tainted by humans, but what happened now in your grove... It's too much! With the last of your power, you send torrential rains down on this place, then freeze it with the chill wind to purge from it all the filth!

Each Character who has this Nightmare gains 1 and 1 Exposure



225 Twisted Pathways

If you **have** the **"Time"** status and the **"Decision"** part **1** or **5** status, go to Verse 14. Otherwise, read on:

Freezing wind flows from the north, winding its way through the labyrinth of tangled roots, fallen trees, and snowdrifts. Remains of rope bridges and lanterns dangle from the trunks, and ancient marks cut into their bark point toward places lost to time. This maze-forest is the only known way to the north but during the last few months, as the wyrdness grew thicker, the paths have changed. Entering without a guide might be your doom.

To the west, you see a more tranquil place a basin with a lone tower in the center. Maybe you should go there instead?

If you are playing **Chapter 2** and have the **"Missions"** part **2** status, you may go to Verse 10 (this will end your Chapter).

If you're playing **Chapter 5**, go to Verse 11.

Otherwise, choose one:

- **Delve into the gorge** – go to Verse 1.
- **Go through the Twisted Pathways to the north** (only available in **Chapters 3-15**) – go to Verse 3.
- **Visit the marvelous site** (requires the **"Means of Survival"** part **5** status; pay 2 per Party member) – go to Verse 12.
- **Leave** – Exploration ends.

1

You stand at the entrance to the gorge. Formidable roots form an enormous canopy over its shaded, cold paths.

Each Party member gains 1 Exposure.

- **Visit a ruined lodge on the gorge bank** – go to Verse 7.
- **Cross a damaged bridge** (pay 1 per Party member) – go to Verse 4.
- **Go down the main gorge** – go to Verse 6.

2

Check your final result:

1-5 – *The twisted paths are unnavigable. After hours of wandering around, you give up.* Exploration ends.

6+ – *You think you know, where to go.* Go to:

3

If you're playing **Chapter 6**: **Part 2**, go to:

Otherwise, read on:

Now that you know the way, the travel is almost pleasant. You feel the ancient forest enveloping you in its stillness. If only it wasn't so cold...

If Location **235** (or **275**) is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters) or 3 Magic (4 Characters) to attach Location **235** (or **275**) to the top of Location **225**.

If Location **235** (or **275**) is attached to this card, you may pay 1 per Party member to move all Party members to Location **235** (or **275**). Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

4

Crossing the bridge takes some time – you must avoid cracked and unstable areas. But you make it to the other side unharmed. You enter a dense grove and find a majestic, tall tree growing in a small clearing. A grave rests at its feet, a spear made of strange, opalizing metal impaled into it – you try to move the weapon, but it doesn't budge. Plenty of white and purple flowers grow around the grave, ignoring ice and snow. You shift your focus to the tree and see that it has leaves despite the cold, and something golden glimmers inside its crown.

- **Rest by the grave** – go to Verse 13.
- **Climb the tree** (pay 1 per Party member) – go to:

5

You follow the cries and find a weeping knight kneeling on the icebound ground. Thick roots have him by his armor. He raises his head – behind the visor a pair of red eyes look at you with pure hate. The knight rises and rushes at you. These things you took for roots are growing out of the knight's body!

Gain the **"Wilderness Encounters"** part **3** status. Resolve the **"Lost Knight"** gray Encounter (Difficulty 2).

Then, Exploration ends.

6

You're no longer sure where you are. There trail branched off so many times, and the roots above cover the sun, making it impossible to find your direction.

- **Try to find a way to the north, regardless** (only if you don't have the **"Wilderness Encounters"** part **4** status, pay 1 per Party member) – roll a die and add your . If you **have** the **"Clues"** part **1** status, add 3. Now, check your final result in Verse 2.
- **Go in a random direction** (pay 1 per Party member) – go to Verse 9.
- **Retrace your steps to the exit** – Exploration ends.

7

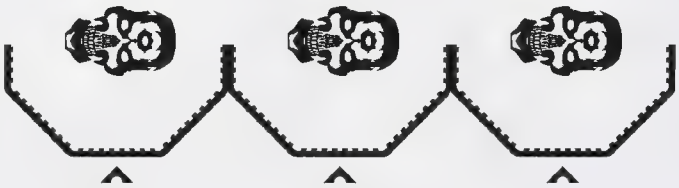
The lodge is abandoned, but its former inhabitants have left something for the visitors. Walls are covered in roughly sketched, charcoal maps of this area.

Gain the **"Clues"** part **1** status. Exploration ends.

8

This aimless walking makes you tired...

If you are playing **Chapter 2** and **don't have** the **"Wilderness Encounters"** part **4** status, go to:



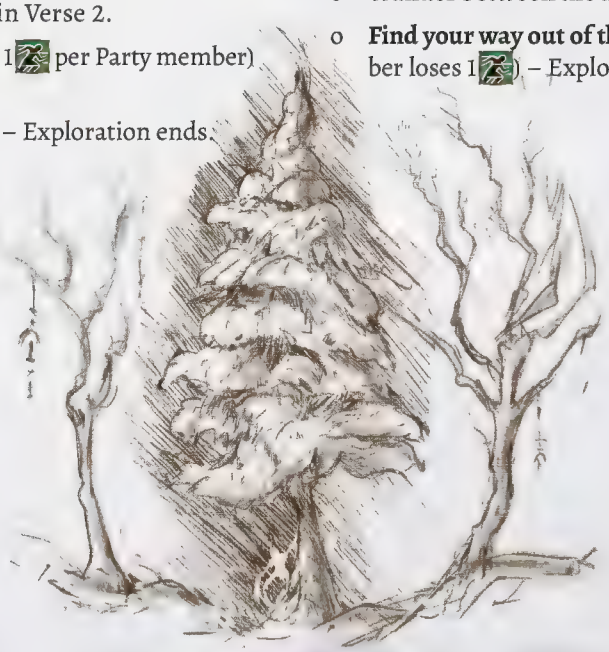
If you **have** the **"Mysteries and Visions"** part **5** and **don't have** the **"Means of Survival"** part **5** status, go to:

Otherwise, each Party member loses 2 and Exploration ends.

9

You wander between thick roots. Faint cries seem to come from the thicket up ahead. You've never heard of the travelers going this far into this accursed place.

- **Follow the cries** (only if you don't have the **"Wilderness Encounters"** part **3** status) – go to Verse 5.
- **Wander between the ancient roots** – go to Verse 8.
- **Find your way out of this labyrinth** (each Party member loses 1) – Exploration ends.



10

If not all characters are in this Location, go back to the start of this Location and make another choice.

Otherwise:

If you're playing **Chapter 2**: **Part 4**, go to:

If you're playing **Chapter 2**: **Part 5**, go to:

11

If all Characters are in Location **225**, go to:

Otherwise, you must wait for everyone to gather – Exploration ends.

12

Go to:

13

You rest by the grave, wrapped in flowery scent. The atmosphere is calm, letting you drift off for a while.

Each Party member loses 3. Exploration ends.

14

If you **have** the **"Decision"** part **1** status, remove Location **225** from the game and replace it with Location **276**. Then, Explore this new Location for free.

Otherwise, remove Location **225** from the game and replace it with Location **277**. Then, Explore this new Location for free.

226 Lonely Spire

If you're playing **Chapter 13**: **Part 6**, go to Verse 5. Otherwise, read on:

A lone tower, its walls marked with soot, rises from the bottom of a basin, surrounded by frozen mud and adorned with fish skeletons. The remains of an encampment lie scattered around the base of the tower: traces of campfires, decayed ropes, tent pegs. You wonder who dwelled here, as the area is frigid, and the wyrdness seems to somehow stick to the tower.

- **Check the spire's outskirts** – go to Verse 7.
- **Enter the tower** – go to Verse 3.
- **Speak with the resident** (only if you don't have the **"Decision"** part **1** or **5** status and you're playing **Chapters 13-15**) – go to Verse 11.
- **Leave** – Exploration ends.

1

You were expecting something spectacular, but the sight from the spire's top is rather dull. The platform is at the same level as the forests surrounding the basin, so you can't see much farther. What's more, the top of the spire is uneven and slippery. You must take care not to fall.

If you **don't have** the **"Mysteries and Visions"** part **5** status, go to:

Otherwise, Exploration ends.

2

The way up the slope is horrible full of unstable rocks and frozen mud that crumbles under your feet. When you finally reach the top, you're drenched in sweat. Gasping for air, you notice an ethereal creature in the shape of a pig. It immediately vanishes into thin air, leaving you dumbfounded. As you look for the creature, you realize you are in the middle of berry shrubs full of small, edible fruit.

Each Party member gains 1 Food and loses 2 . Gain the **"Wilderness Encounters"** part **2** status.

Exploration ends.

3

Someone tried to make camp inside this tower. You also notice traces of soot at the base of the walls, as if they were purposely set on fire.

- **Climb the flat platform at the top of the spire** (pay 2 per Party member) – go to Verse 1.
- **Search through the middle part of the tower** (pay 1 per Party member) – go to Verse 6.
- **Investigate the spire's base filled with ice** – go to Verse 4.
- **Descend to the tunnels under the island** (only available in **Chapters 10-15** and requires all Characters; pay 3 per Party member) – go to Verse 10.
- **Go out** – Exploration ends.

4

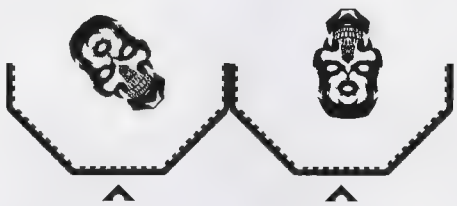
A thick layer of dirty ice covers everything. Reclaiming any objects from under its surface would require a great effort.

You may pay 1 per Party member, to gain 1 Wealth per Party member or 1 Magic per Party member.

Then, Exploration ends.

5

Go to:



6

You climb the stairs, or at least you think these are the stairs. The freezing wind howls as it squeezes through many openings in the walls. It's hard to understand why anyone would raise such a hole-ridden structure. You shiver with cold, but your mind is still the atmosphere of this place is peaceful and mysterious. Unfortunately, all the rooms were already ransacked, and there is nothing here.

Each Party member gains 1 Magic.

- **Go farther up** (pay 1 per Party member) – go to Verse 1.
- **Leave** – Exploration ends.

7

Snow mixed with mud surrounds the tower, making it difficult to move on. You feel how it saps your heat, leaving you shivering. You also notice something intriguing wyrdness sticks to the spire's walls, leaving a small area outside almost free of its influence. As you ponder this, you catch a glimpse of something bright running up to slope of the basin.

- **Follow the light, leaving the tower behind** (only if you don't have the **"Wilderness Encounters"** part **2** status; pay 1 per Party member) – go to Verse 2.
- **Forget it** – go to the start of this Location and make another choice.

10

The wind howls in empty tunnels under the spire. Going in there requires outstanding bravery.

Go to:

11

If you **have** Secret card **30**, there is nobody here. Exploration ends.

Otherwise, go to:

Dream

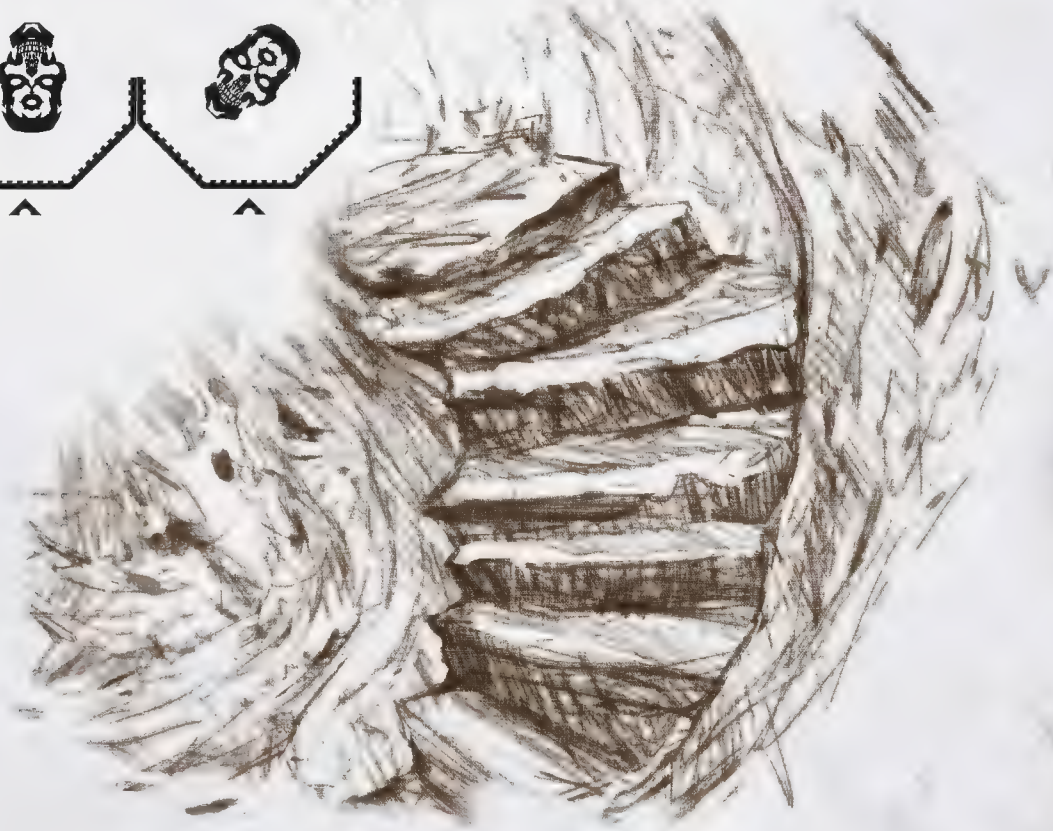
You swim with schools of colorful fish. Vast corridors glimmer with jewels, and curious artifacts lie in rows on sturdy shelves. You feel almost at home, but instead of wyrdness, you are surrounded by delightful water. When you're here, you almost forget about your worries.

Each Character who has this Dream gains 1 Magic.

Nightmare

The forlorn tower stands at the bottom of a drained lake. People come here drawn by its thick walls, make their home inside, and die of terrible mutations, making place for others who seek their salvation in the shadow of the tower's walls only to freeze to death. The tower is abandoned again, but not for long.

Each Character who has this Nightmare loses 1 .



227 Haunted Town

This was once a great town you imagine towers rising up, the uplifting presence of Kamelot on the eastern horizon, narrow streets filled with bargaining people, and the splendor of plentiful mansions. But now, wyrdness creeps the alleys, the spires crumbled years ago, dilapidated buildings appear empty and soulless, and the castle on the horizon lies in ruins. The southern part of this borough, built on planks and bridges hanging over the cliff, offers impressive views of the Black Sands and the Glimmering Forest.

- **Go into the town** – go to Verse 5.
- **Inspect the machinery hanging from the cliff** (only if you don't have the **"Means of Survival"** part **4** status) – go to Verse 4.
- **Descend into the desert** (requires the **"Means of Survival"** part **4** status) – go to Verse 7.
- **Visit your strange friend** (requires the **"Friends"** part **1** status; pay 1 per Party member) – go to Verse 10.
- **Leave** – Exploration ends.

1

Gathering resources and loose parts from the district by the cliff takes some time, but it is the actual repair work that consumes half your day. Recreating the cranes, rebuilding the intricate systems of cogs and crafting secure platforms is a daunting task. But, in the end, you make something that allows you to go up and down the southern cliff at will, opening a new path to the Frozen Desert.

Gain the **"Means of Survival"** part **4** status. Exploration ends.

2

Most buildings have at least two floors, and many stand taller. You've never seen anything like that! Almost all are made of stone, often carved in beautiful floral patterns.

- **Wander between the buildings** – go to Verse 8
- **Visit a deserted mansion** – go to Verse 9.
- **Leave** – Exploration ends.

3

The battered door yields under your touch, letting you onto a creaking floor. Gilded stairs used to go up to the next floor, but now they lie on the side, folded in half by wyrdness. You feel uneasy in this dark, cramped space.

- **Search the mansion** (only if you don't have the **"Hidden Caches"** part **1** status) – go to:

- **Escape from the residence** – Exploration ends.

4

You approach the ancient machinery at the edge of the cliff. You're sure that it was used to rappel up goods and maybe even livestock or people. You think you can make it work again, but it will require some effort.

- **Repair it** (pay 3) – go to Verse 1.
- **Leave it be** – go back to the start of this Location and make another choice.

5

If you **have** the **"Legacy"** part **2** status, go to Verse 2. Otherwise, go to Verse 6.

6

The town is full of plundered mansions and dark districts packed tight with decrepit houses.

- **Wander between the buildings** – go to Verse 8
- **Visit a ruined mansion** – go to Verse 3.
- **Leave** – Exploration ends.

7

The way down, full of creaking pulleys, thin ropes, and unstable ladders, doesn't look appealing.

If Location **221** is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters) or 3 Magic (4 Characters) to attach Location **221** to the bottom of Location **227**.

If Location **221** is attached to this card, you may pay 1 per Party member to move all Party members to Location **221**. Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

8

If you **don't have** the **"Horrors"** part **2** status, go to:

If you **don't have** the **"Hidden Caches"** part status **6**, go to:

Otherwise, you can't find anything worth mention. Go back to Verse 5.

9

You enter once-magnificent residence the tapestries are moth-eaten, and the paintings have faded, but they were undoubtedly splendid in their good days. One of the paintings depicts a monumental castle standing watch above a city of many ports and countless gardened villas. It takes you a moment to understand it's not Avalon. This is the first depiction of the Homelands you have seen in your entire life, and it is magnificent.

- **Search this place** (only if you don't have the **"Hidden Caches"** part **1** status) – go to:

- **Leave** – Exploration ends.

10

You visit the crumbling house and its strange host. The visit is, to put it lightly, unsettling, but you manage to rest there for a while.

Each Party member gains 2 and 1 , and loses 1 **Exposure**. Exploration ends.

Dream & Nightmare

You find a nice looking inn and settle inside, making the best use of the archaic beds and furniture, which still are in quite good shape. Sheltered from cold and barricaded from other dangers, you fall asleep.

You are woke by knocking at the door. You look out dumbfounded and see...

Each Character who has this Dream resolves the following effect as a Party. Roll a die and check your result:

1 – resolve the **"Silent Pilgrims"** blue Encounter (Difficulty 4).

2 – resolve the **"Unfathomable Envoy"** blue Encounter (Difficulty 3).

3-4 – resolve the **"Glastig"** blue Encounter (Difficulty 3).

5-6 – *It must have been your imagination.* Nothing happens.

235 Still River

If you **have** the **"Time"** status, go to Verse 17. Otherwise, read on:

Fat white maggots crawl on the edges of this icebound river, leaving slimy trails behind them – what keeps them from freezing to the surface? The ice shows deep scratches, as if a great bird landed here many times, perhaps hitting the dilapidated cottage sitting half-collapsed on the riverbank. You feel trapped, surrounded by Twisted Pathways, the veil of wyrdness to the west, mists to the east, and a shattered land to the north.

If there is a Fore-dweller model or Time Token in this Location, go to Verse 1.

Otherwise, go to Verse 5.

1

- **Visit a ruined house** – go to Verse 8.
- **Check the deep scratches on the river surface** – go to Verse 3.
- **Use a passage to the south** – go to Verse 15.
- **Come closer to the strange ice structure** (pay 1 per Party member) – go to Verse 2.
- **Pass through the mist and the wyrdness to the west** (only if there is an Active Menhir in this Location; pay 1 per Party member) – go to Verse 11.
- **Leave** – Exploration ends.

2

Tiny ice spirals entwine with one another, forming a larger shape. Your eyes mindlessly turn to the center of the structure. It's difficult to look away. When you manage to shake the drowsiness overwhelming you, you notice the statue has changed – the spirals now twist in the other direction.

If you **don't have** the **"Mysteries and Visions"** part **6** status, each Party member gains 1 Exp; gain the **"Mysteries and Visions"** part **6** status.

Each Party member gains 1 Magic and 1 . Exploration ends.

3

The scratches are about four inches deep. Many of them look fresh, but some are packed with old snow. Something massive must visit this place regularly. As you inspect the damage, you notice a vague silhouette of a menhir under the ice. You wonder how did the statue end up at the bottom of a river...

If you're playing **Fyul** and you **don't have** the **"Fallen Wyrdhunters"** part **1** status, go to Verse 13.

Otherwise, choose one:

- **Absorb the menhir's magic** (requires the **"Leaking Magic"** Secret card (**24**)) – go to Verse 12.
- **Leave** – Exploration ends.

4

The pile budges as you enter the house. What you took for a stack of old furs must be a beast of some kind. Maybe a great white bear?

- **Scare the beast away** (requires at least 3) – go to Verse 7.
- **Retreat** – Exploration ends.
- **Attack it now** – when this Encounter begins, add 3 markers to the Combat Pool. Go to:

5

Roll a die. If there is an Active Menhir in this Location, add +3 or the number of markers on the Menhir's base (if you have the **"Leaking Magic"** Secret card (**24**)). Subtract the value of your . Check your final result:

1-5 – go to Verse 1.

6+ – place a Time Token on this Location and go to Verse 10.

6

A frozen human corpse lies with its back against a tree. The spear in its blackened hands points at the house. The weapon seems fragile, as if it would break if touched.

If you're playing **Niamh** and you **don't have** the **"Past"** part **1** status, go to Verse 14.

Go back to Verse 8.

7

You throw a torch at the beast and scream loudly. You run into the house, making as much noise as possible. The startled bear wakes and flees in a panic.

Go to:

8

Human and animal tracks litter the area around the house. The building lies in ruins, its thatched roof collapsed beneath the weight of the snow. Behind the broken door, you see a pile of furs near a dead campfire.

- **Enter the house** (only if you don't have the **"Lost Treasures"** part **5**) – go to Verse 9.
- **Rest in the house** (requires the **"Lost Treasures"** part **5**) – go to Verse 16.
- **Check the surroundings** – go to Verse 6.
- **Leave** – Exploration ends.

9

You enter the house – it reeks of death and pestilence.

If you **have** 3 or more , go to Verse 4.

Otherwise, go to:

10

Legends of the Black Drifter say it is a curse from the past.

Go to:

11

The menhir dispersed the mist. You pass through and eventually reach a forest of short trees and small animals.

Attach Location **241(261)** to the left edge of Location **235**. Move all Party members to Location **241(261)**. Then, Exploration ends.

12

You focus on the statue – under the surface – you feel a faint trace of magic emanating from it. Siphoning magic through the thick ice is difficult, but possible.

Discard all markers from the Menhir's base. Gain Magic in the number of discarded markers. You may discard the **"Ritual Chalk"** or **"Wyrdstone Heart"** Items to gain an additional 3 Magic for each.

Exploration ends.

13

On the bodies of your companions you saw markings similar to these scratches. The monster that killed them must have been the same beast that visits this river. You should climb the cliff to the east – the ruins of a castle visible there offer a great vantage point. You must discover the nest of the Black Drifter to study it further.

Fyul gains 1 Exp. Gain the **"Fallen Wyrdhunters"** part **1** status. Go back to Verse 3.

Hint: You should explore the locations along the cliff southeast from here, but they might be currently unreachable.

14

The sight of the lonely corpse reminds you of the woman whose life you destroyed. New memories emerge from the oblivion of your mind – the last time you saw the woman was near the Stone of Memories, northwest of here. It may be difficult to reach, but you must do what you can to get there. Or maybe you shouldn't? You always seem to harm people, even when you want to help.

Niamh gains 1 Exp. Gain the **"Past"** part **1** status. Go back to Verse 8.

15

You delve into a seemingly impassable forest. However, finding the passages shown to you by the ironclad warrior is an easy task, and soon you are on the other side of the ancient root maze.

If Location **225** (or **276**, or **277**) is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters) or 3 Magic (4 Characters) to attach Location **225** (or **276**, or **277**) to the bottom of Location **235**.

If Location **225** (or **276**, or **277**) is attached to this card, you may pay 1 per Party member to move all Party members to Location **225** (or **276**, or **277**). Then, Exploration ends.

If you didn't do any of the above, go back to the start of this Location and make another choice.

16

The house is in terrible condition, but it still provides some shelter from the freezing wind. If you close your eyes and ignore the smell, it almost feels like home.

If you **don't have** the **"Hidden Caches"** part **3**, you can light the fire with the resources gathered by the previous owner – if you do, each Party member loses 2 Exposure; gain the **"Hidden Caches"** part **3**.

Then, each Party member gains 1. Exploration ends.

17

Remove Location **235** from the game and replace it with Location **275**. Then, Explore this new Location for free.

Dream & Nightmare

You hate this place. You despise it so much it makes you sick. You hate the twin towns, full of goats, hypocrites, and callous schemes. You hate their founders. You hate this stone trough splitting the plateau in half. You hate the cold. When you wake, hatred still consumes you. And it feels... right.

Each Character who has this Dream or Nightmare and has 3 or more loses 1.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2, 2 Magic, and 2 Wealth (per Character): put a new Menhir model on this Location and set its Dial to **7** (-1 per Character).

If there aren't enough models left, take one from another Location of your choice.

236 White Fog

A wet, frigid fog creeps from the north and gathers in this area, floating around cave entrances and above the frozen river. You hear muffled sounds, not unlike chatter, from below the icy surface – you wonder if your mind plays tricks on you, or if something lurks here.

If you are playing **Chapter 5**, go to Verse 13.

Otherwise, choose one:

- **Find the source of the strange sounds** – go to Verse 3.
- **Enter the cavern** – go to Verse 6.
- **Meditate** (requires the **"Initiation"** part **1** status) – go to Verse 11.
- **Leave** – Exploration ends.

1

You find corpses in a recess of the corridor; a frozen woman hugging a child. Both show horrific signs of wyrdness.

Each Party member gains 1 Exposure. If you **don't have** the **"Means of Survival"** part **6** status, gain 1 non-Companion Item and the **"Means of Survival"** part **6** status.

- **Move on** (only if you don't have the **"Wilderness Encounters"** part **5** status; pay 1 per Party member) – go to Verse 7.
- **Retreat** – *You don't want to end up like them.* Exploration ends.

2

You sweat despite the freezing wind. The recent battle was like a nightmare from which you couldn't wake. You notice a body in the darkness. You approach it carefully and recognize the pregnant woman who disappeared from Mangrove Huddle a month ago. There is a smile on her frozen face.

Each Party member gains 1 Exposure. Gain 1 Craftable Item, 2 Wealth, and the **"Wilderness Encounters"** part **6** status.

- **Bury the woman's body** (pay 2) – each Party member loses 1. Exploration ends.
- **Leave this place** – Exploration ends.

3

You follow the sounds, slowly advancing on the river's slippery surface. Soon, you notice faint lights – they move deep under the ice. When they gather, the sounds get louder, and you almost recognize some words.

If you are playing **Chapter 4** and **have** the **"Clues"** part **2** status, go to Verse 12.

Otherwise, go back to the start of this Location and make another choice.

4

The torchlight seems to dim. It's strange, since the flame is still the same size. The tunnel splits in two.

- **Pick the left corridor** (only if you don't have the **"Wilderness Encounters"** part **6** status; pay 1 per Party member) – *You feel chilling, moist air coming from this direction.* Go to Verse 5.
- **Delve into the right one** (only if you don't have the **"Means of Survival"** part **7** status; pay 1 per Party member) – *Your torch can't light it properly.* Go to Verse 8.
- **Leave** – Exploration ends.

5

Resolve the **"Wyrdchild"** purple Encounter (Difficulty 2).

If you win (or Enemy Run Away), go to Verse 2. Otherwise, Exploration ends.

6

A freezing yet wet wind blows through the entrance to the caverns, chilling you to the bone. Despite the cold, you are amazed – walls of ice reflect torchlight in a beautiful, mesmerizing way. Corridors lead in several different directions.

Each Party member gains 1 Exposure. Choose one:

- **Take the windy tunnel** – go to Verse 1.
- **Pick the darkest tunnel** – go to Verse 4.
- **Leave** – Exploration ends.

7

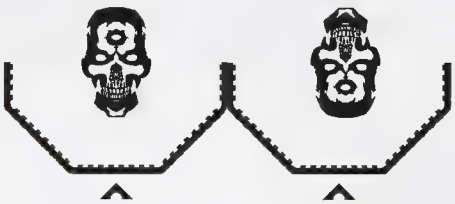
You didn't think it would be possible, but it's getting colder still. You shiver, and your mind slowly drifts away. You regain your focus just in time to spot a vicious beast lying in ambush.

Each Party member gains 1 Exposure. Resolve a purple Encounter.

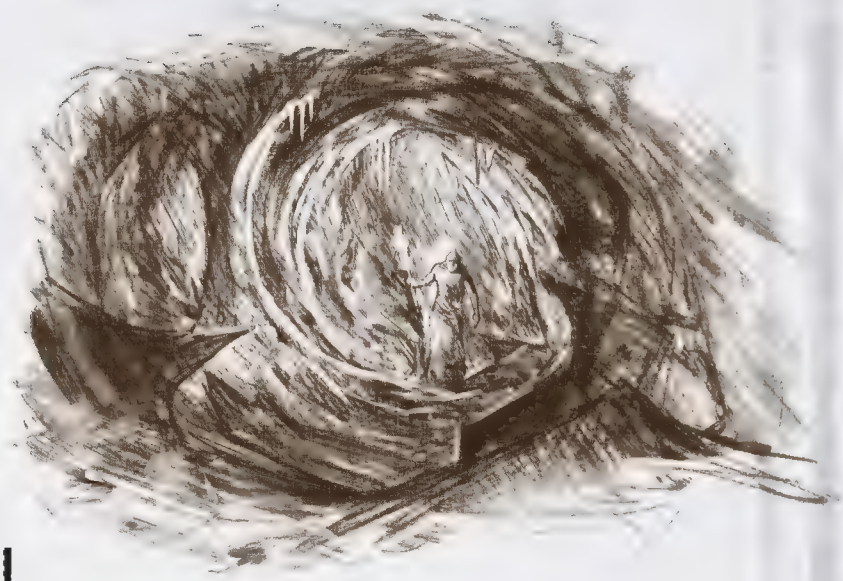
If you win (or the Enemy Runs Away), go to Verse 9. Otherwise, Exploration ends.

8

If you **have** 3 or more , go to:



Otherwise, you're too scared to go on – Exploration ends.



9

Go to:

11

You sit down in the snow with your eyes closed and breathe deeply. Your teeth chatter from cold, but your mind remains clear and calm. A revelation comes eventually. The frost is the best thing that can happen to this world.

Each Party member gains 1 **Exposure**. Gain the **"Initiation"** part **4** status. Exploration ends.

12

The whispers get louder and clearer. Listening to them mesmerizes you. They promise knowledge, but you're not sure if you want it.

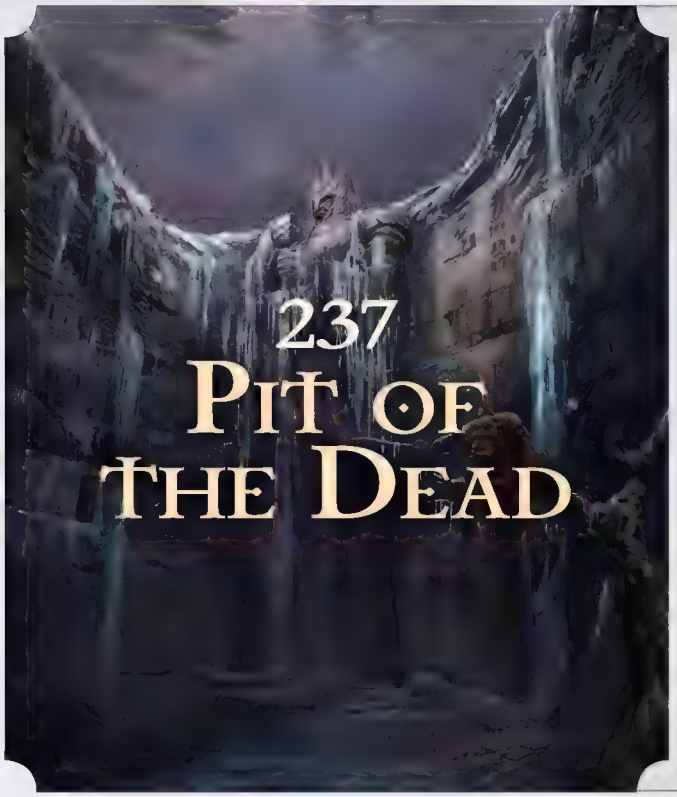
You may pay 1 **Exp** (1 Character) or 2 **Exp** (2-4 Characters) to obtain their knowledge – go to Verse:

If you can't or don't want to, Exploration ends.

13

You're exhausted from constant running. And now, the freezing mist makes you shiver.

Each Party member gains 1 **Exposure**. Then, Exploration ends.



237 Pit of the Dead

A dense fog, creeping from hot springs full of chattering people, gathers over a vast hole in the ground. This pit was once a resting place for the legendary knights of the Round Table. Now, it's abandoned and inaccessible – you can't descend, as the stairs crumbled. Even if you did, you couldn't climb back up – ice covers the high walls of this enormous well.

If you're playing **Chapter 5**, go to Verse 16.

Otherwise, choose one:

- **Approach the Pit** – go to Verse 1.
- **Visit the steaming lakes** (pay 1 per Party member) – go to Verse 6.
- **Catch small animals near the water** (only if there is no Time Token on this Location; pay 1 per Party member) – go to Verse 2.
- **Find the humpback** (only available in **Chapter 4** and requires the **"Clues"** part **2** status) – go to Verse 15.
- **Descend into the underground tunnels** (only available in **Chapters 10-15** and requires all Characters; pay 3 per Party member) – go to Verse 18.
- **Leave** – Exploration ends.

1

The head of a tall statue rises above the edge of a deep pit – it has a crown on its head, maybe representing the legendary king, Arthur. A long time ago, a path must have led down into pit, but now it's shattered – its remains lie on the bottom along with several dead bodies. A man covered in heavy fur sits at the edge of the abyss and scribbles something on a parchment.

- **Climb down** – roll a die and add your . If you **have** the **"Adventurer's Kit"** Item, add 2. Then, check your final result in Verse 4.
- **Back off and approach the steaming lakes** (pay 1 per Party member) – go to Verse 6.
- **Speak with the man** – go to Verse 17.
- **Leave** – Exploration ends.

2

You catch some desperately violent lemmings. They will make a good meal.

Place a Time Token on this Location. Gain 1 Food per Party member. Then, toss a Dial:

Grail – Exploration ends.

Skull – resolve a green Encounter. Then, Exploration ends.

3

As you approach the hot springs, a group of arguing people shift their attention to you. Outlanders are always great scapegoats.

Toss a Dial.

Grail – resolve a blue Encounter.

Skull – resolve a gray Encounter.

If you win (or the Enemy Runs Away), place a Time Token on this Location and go to Verse 5. Otherwise, Exploration ends.

4

Check your final result:

1-3 – *Your foot slips and your hands can't grip the ice-covered wall.* Go to Verse 9.

4-5 – *It was a hellish climb.* Each Party member loses 1 . Go to Verse 7.

6+ – Go to Verse 7.

5

The water smells odd, but it's so warm and pleasant you don't mind. Other people also enjoy their time here, but some tinker with strange machinery with large pipes submerged in the hot spring.

Each Party member discards the Exposure Marker. Exploration ends.

6

If there is a Time Token on this Location, or any of your Attributes are 3 or higher, go to Verse 5. Otherwise, go to Verse 3.

7

You stand on a stone ledge halfway down the pit. The way down would be easier – there are remains of the ramp, but, then again, they're covered in ice. Closer to you is a dark entrance to something resembling a tomb.

- **Go down** (each Party member pays 3 , reduced by 1 for each point of their) – go to Verse 11.
- **Climb back up** (pay 1 per Party member) – roll a die and add your . If you **have** the **"Adventurer's Kit"** Item, add 2. Then, check your final result in Verse 8.
- **Enter the tombs** – go to Verse 10.

8

Check your final result:

1-3 – *The handhold is too small and slippery...* Go to Verse 9.

4+ – Exploration ends.

9

The fall is short, but the crash is painful. Sharp stones and frozen bodies do little to break your fall.

Each Party member loses 4 and 2 and gains 3.

If any Party member has 0 , you make your way up with the last desperate burst of strength – Exploration ends.

Otherwise, go to Verse 11.

10

The wyrdness gathers within these dark corridors. Weathered ornaments decorate the walls, but in the torchlight, and with the reality-warping mist crawling across them, they look ominous.

Roll a die.

1-2 – *You are lost, and the cold saps your strength.* Each Party member loses 2.

3-4 – *Wyrdness bends the stones and covers them with hair-thin needles.* Each Party member rolls a die and adds their . If their result was lower than 5, they lose 2.

5 – *You hear rustling behind you.* Resolve a purple Encounter

6 *Someone left valuables maybe a votive offering to whomever is buried here?* Gain 1 Magic and 1 Wealth.

Go to Verse 12.

11

If you **have** the **"Legacy"** part **9** status, go to:

If you **have** the **"Legacy"** part **8** status, go to:

Otherwise, go to:

12

If you **don't have** the **"Lost Treasures"** part **6** status, go to Verse 13.

If you **don't have** the **"Lost Treasures"** part **7** status, go to Verse 14.

Otherwise, Exploration ends.

13

You enter a room with a stone sarcophagus at its center. Carved into the lid is a depiction of a coat with stains of red paint resembling blood. The sarcophagus looks untouched.

- **Rob the grave** – go to Verse 19.
- **Seal the entrance** – *Whoever lies here, they shan't be disturbed.* Pay 1 Magic and go to Verse 20.
- **Do nothing** – gain the **"Lost Treasures"** part **6** status. Exploration ends.

14

A stone coffin lies in the recess of the wall. On its lid, a red lion among blue stars is painted. The coffin looks strangely pristine among the cobwebs and wyrdness-warped corridors.

- **Rob the grave** – go to Verse 21.
- **Seal the coffin** – *Let the dead rest in peace.* Pay 1 Magic and go to Verse 22.
- **Do nothing** – gain the **"Lost Treasures"** part **7** status. Exploration ends.

15

The hunchback lives in a small cave behind the hot springs. He is reluctant but makes the sleeping charm if you pay adequately.

You may pay 5 Magic. If you do, gain the **"Liberation"** part **5** status; each Party member gains 2.

Exploration ends.

16

Go to:

17

"Are you here to study the life and deeds of great Arthur too?" the man asks when you approach.

If you **have** the **"Legacy"** part **16** status, go to Verse 23. Otherwise, read on:

"I'm trying to figure out why there are so many contradictions to his story. He is the One and True King who ruled for centuries. He led our people to Avalon, and since then, rose from his slumber in times of need to protect humanity. There were always many witnesses to his deeds. But why hasn't he appeared even once in the last four-hundred years?" The man sighs and continues, "Don't mind me. I'm curious and old, so I can waste my time on futile studies. Don't waste yours – move on."

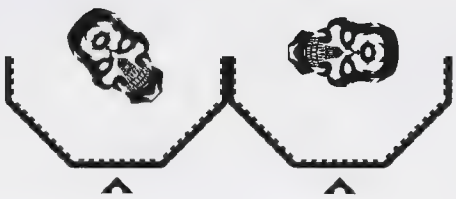
Go back to Verse 1.

18

Go to:

19

Go to:



20

Go to:

21

Go to:

22

Go to:

23

"I'm trying to figure out why there are so many contradictions to his story. Today, those who still remember Arthur believe him to be the greatest ruler ever. His monuments scattered throughout Avalon only reinforce this notion. But I found a chronicle written a decade after the conquest that indicates Arthur wasn't even the ruler back then. Apparently, there was a rebellion, and after his disastrous foray into Tuathan, the king was stripped of all powers and exiled, while a council of noble families ruled in his stead from a place called 'Tintagel'."

"Can you believe it? Mighty Arthur died in exile and disrepute, and only decades after his death, folk tales, legends, and dissident historians began to elevate him as a central figure of the golden age of Avalon."

You want to interrupt the man, but he doesn't give you a chance, consumed with his speculations.

"And here's where the thing gets really interesting. In the centuries to follow, the Round Table found a way to raise the king from the dead, whenever the land was in peril. Did they know they we're going to great lengths to bring back a ruler who never accomplished any of the grand things that were attributed to him?

The man sighs and continues, "Oh, I'm boring you to death. Don't mind me. I'm curious and old, so I can waste my time on futile studies. Don't waste yours – move on."

You nod your head and leave, but the words of the scholar stick with you. Could it be that many mighty heroes of the past were in reality just as fallible as you? Perhaps what you did so far will only grow in future retellings, placing you among great champions of this land?

It is a strange, but reassuring thought.

If you **don't have** the **"Lessons of the Past"** status, each Character gains 1 Exp and loses 1 . Gain the **"Lessons of the Past"** status and go back to Verse 1.

Dream

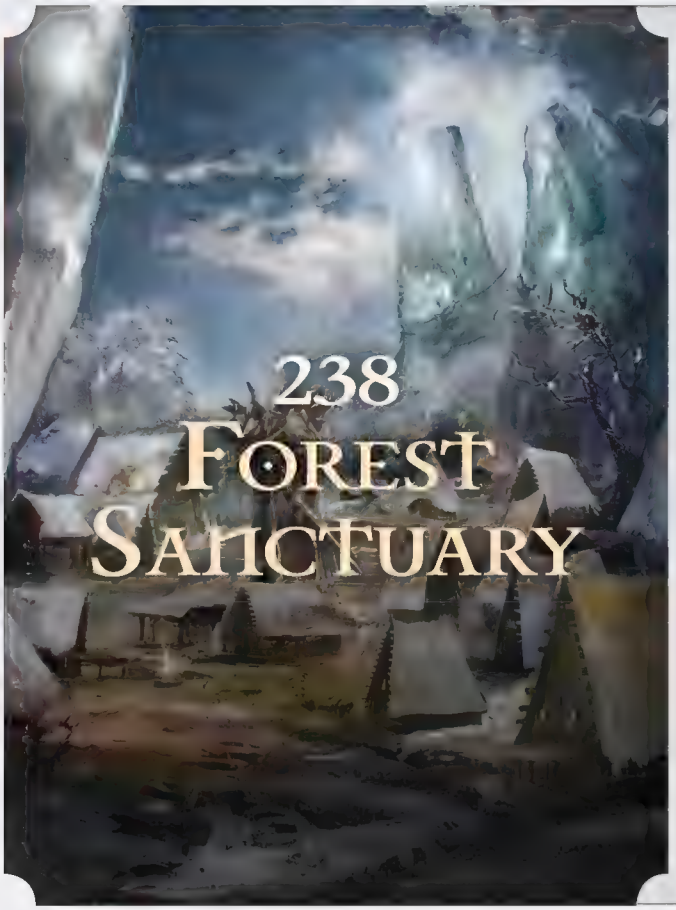
Priests and priestesses in snow-white robes light fragrant candles. Two men and two women, clad in steel, carry a body down the ramp into the Tombs of the Order. The deeds of this man will never be forgotten.

Each Character who has this Dream loses 1 .

Nightmare

The Order is dying. You see the last knights-errant wander the land, slowly succumbing to madness, wyrdness, and the cold. Soon, there will be no one left to protect Avalon from evil.

Each Character who has this Nightmare gains 1 .



Many years ago, a stray druid raised ice pillars around a dying village. They focus sunlight around the menhir, warming the area, allowing the settlement to flourish. People of this place advise you to avoid the deep woods, where the lost encounter strange, eerie creatures.

If you're playing **Chapter 5**, go to Verse 18.

If you're playing **Chapters 9-15** and you **don't have** the **"Cracked Sanctuary"** part **6** or **7** status, go to Verse 20.

If you **don't have** the **"Means of Survival"** part **8** status, go to Verse 17.

Otherwise, choose one:

- **Barter with people** – go to Verse 4.
- **Approach the menhir** – go to Verse 2.
- **Take a walk in the peaceful forest** (pay 2 per Party member) – go to Verse 5.
- **Talk with people about their problems** (requires at least 7 Rep) – go to Verse 3.
- **Look for a way to free the knight** (only available in **Chapter 4**) – go to Verse 12.
- **Ask folks for help** (only available in **Chapters 14-15**) – go to Verse 21.
- **Leave** – Exploration ends.

1

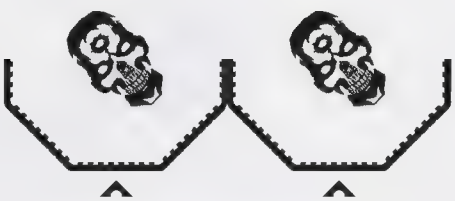
The town has divided into two camps. One group wants to gather, leave the freezing village, and make a new settlement deeper in the forest. The other one wants to stay – too many people disappeared forever in the depths of the Whispering Forest, and off the beaten paths they can't sustain their trade with the Colony.

Gain the **"Cracked Sanctuary"** part **1** status.

If you **have** the **"Legacy"** part **2** status, go to Verse 22.

If you **have** the **"Legacy"** part **9** status, go to Verse 23.

Otherwise, go to:



2

The statue in the center of the village is covered with runes describing the story of the Forest Sanctuary and its founder, a priestess of the Allmother. A small altar rests at the feet of the statue.

If you're playing **Mabd** and you **don't have** the **"Lost Apprentice"** part **2** status, go to Verse 16.

- **Try to sabotage the menhir** (requires the **"Chalk Horse"** part **3** status and Secret card **11**) – go to Verse 6.
- **Absorb the menhir's magic** (requires the **"Leaking Magic"** Secret card (**24**)) – go to Verse 10.
- **Carefully read the runes** (only available in **Chapter 10: Part 3** and requires all Characters; this will end your Chapter) – go to Verse 24.
- **Start carving** (only available in **Chapter 14** and requires all Characters) – go to Verse 25.
- **Admire it and leave** – Exploration ends.

3

If you **have** the **"Cracked Sanctuary"** part **6** status, you already know everything about this settlement – go back to the start of this Location and make another choice.

If you **don't have** the **"Cracked Sanctuary"** part **1** status, go to Verse 1.

If you're playing **Chapters 3-4**, go to Verse 7.

If you're playing **Chapters 6-8**, go to Verse 19.

Otherwise, go back to the start of this Location and make another choice.

4

Hunters have a plethora of meat to sell, uncommon in these times, but their crafted tools and items are rather poor. Also, almost everyone complains about the lack of storytellers and excess of Allfather missionaries.

- **Haggle** (pay 6 Rep reduced by 1 for each point of your ; in a Party use only the highest value) – go to Verse 11.

- **Buy food** – pay 2 Wealth to gain 1 Food (any number of times). Then, make another choice.
- **Buy equipment** – draw 2 Craftable Items. You can buy any number for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Buy magical trinkets** – pay 3 Wealth to gain 1 Magic (any number of times). Then, make another choice.
- **Buy warming concoctions** – pay 4 Wealth to gain the **"Fiery Brew"** Secret card (**54**) (any number of times, as long as there is one available). Then, make another choice.
- **Sell equipment** – discard any number of non-Craftable Items and gain 1 Wealth for each. Then, make another choice.
- **Leave the market** – Exploration ends.

5

The forest feels wonderful. There's almost no snow or ice, the air is warmer, and the smell brings much-needed respite. Some plants even have green leaves, just like the great tree in the Mangrove Huddle – and it is the only tree you know with leaves instead of needles. Before you know it, the sun dips lower, and you must go back.

Each Party member gains 1 Magic and loses 2 .

If you're playing **Chapter 11**, go to:

Otherwise, Exploration ends.

6

If you **have** the **"Chalk Horse"** part **4** status, you already did it; Exploration ends.

Otherwise, read on:

People look at you suspiciously since your actions are quite unusual.

Resolve a blue Encounter. If you win or draw a **"Calm Before the Storm"** Encounter, go to:

Otherwise, Exploration ends.

7

If you **have** the **"Cracked Sanctuary"** part **2** or **3**, you did what you can; Exploration ends.

Otherwise, choose one:

- **Supply the expedition** (pay 2 Food per Character) – go to Verse 8.
- **Supply the people who want to stay** (pay 2 Wealth per Character) – go to Verse 9.
- **Leave them on their own** – go back to the start of this Location and make another choice.

8

You donate some of your supplies. It suffices for sending scouts into the forest.

Each Party member gains 1 Exp and 1 Rep. Gain the **"Cracked Sanctuary"** part **2** status. Exploration ends.

9

You share some of your belongings with those who wish to stay in the Forest Sanctuary. They promise to use them well. First, they plan to negotiate with the Colony and get help warming the town.

Each Party member gains 1 Exp and 1 Rep. Gain the **"Cracked Sanctuary"** part **3** status. Exploration ends.

10

You meditate near the menhir, absorbing its energy. As you do, the shadows deepen, and the wind picks up.

Gain 1 Magic for each marker on the Menhir's base and discard all these markers. You may discard the **"Ritual Chalk"** or **"Wyrdstone Heart"** Items – each of these discarded cards grants you an additional 3 Magic.

Pay 3 Rep per Party member. If you can't, the Party resolves a blue Encounter. Exploration ends.

11

Although news travels slower than ever, the stories of your deeds must have reached the people here. This allows you to get better prices.

- **Buy food** – pay 1 Wealth to gain 1 Food (any number of times). Then, make another choice.
- **Buy equipment** – draw 3 Craftable Items. You can buy any number for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Buy magical trinkets** – pay 3 Wealth to gain 2 Magic (any number of times). Then, make another choice.
- **Buy warming concoctions** – pay 3 Wealth to gain the **"Fiery Brew"** Secret card (**54**) (any number of times, as long as one is available). Then, make another choice.
- **Sell equipment** – discard any number of non-Craftable Items and gain 3 Wealth for each. Then, make another choice.
- **Leave the market** – Exploration ends.

12

The situation is dire, and you look for help in every possible place.

- **Recruit a thief** (only if you don't have the **"Liberation"** part **6** status; pay 4 Rep and 2 Wealth) – go to Verse 13.
- **Pay for useful information** (only if you don't have the **"Clues"** part **3** status, pay 4 Wealth) – go to Verse 14.
- **Listen to gossip (pay 1**) – go to Verse 15.
- **Leave** – Exploration ends.

13

Finding a thief in a crumbling society isn't a challenge. She brags about her escapades to the Colony, where she stole trinkets and useful devices. She tells you what she knows.

Gain the **"Liberation"** part **6** status. Go back to Verse 12.

14

Your charm and coin encourage some to speak, but only one piece of information seems useful. You speak with the bastard of a Colony sergeant. He tells you in Colony only some are eligible to have children. Those who aren't are severely punished. You should pay this sergeant a visit.

Gain Secret card **9** and the **"Clues"** part **3** status. Go back to Verse 12.

15

Forest Sanctuary is full of rumors. You discard everything that seems irrelevant and are left with only two that sound useful. A strange man changed by the wyrdness lives near the hot springs to the west of town and is infamous for his magical artifacts. He's a hunchback, so you shouldn't have problems recognizing him. Also, in the White Fog, there are invisible advisors under the ice. It is said they tell you everything you want to know, but at a horrible price – your memories.

Gain the **"Clues"** part **2** status. Go back to Verse 12.

16

A youngster approaches you and asks if you are a wandering storyteller. You confirm, and he continues with his questions – do you know a young, beautiful girl also of this profession? And could you tell her that he's waiting? It's now your time to inquire – you find out that the girl was your apprentice, and she went somewhere west.

Mabd gains 1 Exp. Gain the **"Lost Apprentice"** part **2** status. Go back to Verse 2.

17

You are freezing to death – the journey through snow and ice was exhausting. People in the Forest Sanctuary seem to understand your struggle. They feed you and warm you by their hearths.

If there is a **Special Event A** in the Event Deck, replace it with **Special Event D**. Each Character on this Location card gains 2 Food and loses 2 Exposure. Gain the **"Means of Survival"** part **8** status. If you **have** the **"Riding Donkey," "Steadfast Palfrey,"** or **"Lucky Piglet"** Item, go to:

Otherwise, Exploration ends.

18

Because of the uproar in the Colony, no one wants anything to do with you.

Resolve the **"False Accusation"** blue Encounter (Difficulty 3). Don't gain any reward from this Encounter. Then, Exploration ends.

19

Go to:

20

Go to:

21

If you **have** the Secret card **63**, they already joined you – Exploration ends. Otherwise, read on:

You explain why you need help. Your reason isn't trivial – it concerns the fate of the entire island. It will probably be dangerous, and you need anyone willing to aid you. Despite your arguments and the well-being of Forest Sanctuary, its people are reluctant to help. For centuries, each settlement could only count on itself. Giving you their warriors and staying defenseless for the greater good is not an easy decision to make.

- **Pay them** (pay 5 Wealth and 3 Rep per Character) – gain Secret card **63**. Exploration ends.
- **Force them** (requires at least 4 ; pay 4 Rep per Character) – gain Secret card **63**. Exploration ends.
- **Leave** – go back to the start of this Location and make another choice.

22

Go to:

23

Go to:

24

Go to:

25

Go to:

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 3 , 1 Magic, and 1 (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character).

If there aren't enough models left, take one from another Location of your choice.

239
Chalk Hill

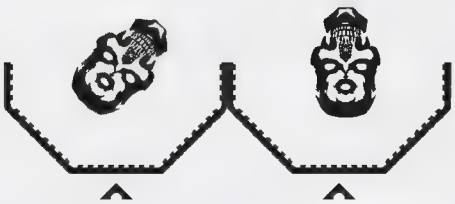
If you're playing **Chapter 5**, go to Verse 3. Otherwise, read on:

You hear loud rumbling and whickering long before you emerge from the woods and see this barren hill, a place you would rather find in your dreams or nightmares than in reality. A horse silhouette of chalk struggles to emerge from the ground, creating severe tremors. Loud creaks draw your focus to a dilapidated cabin at the forest edge, swaying in the earthquake and a stoic man drinking from a steaming cup.

- **Approach the horse head** – go to Verse 4.
- **Visit a ramshackle cottage** – go to Verse 9.
- **Search for clues** (only available in **Chapter 11**) – go to Verse 1.
- **Visit Grovesoul** (requires all Characters and the **"Secrets of the Forest"** part **4** status) – go to Verse 5.
- **Retreat carefully** – Exploration ends.

1

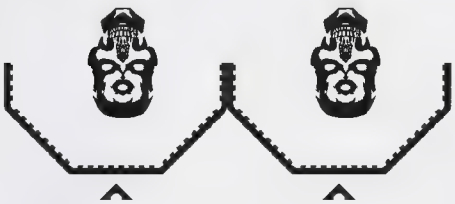
Go to:



2

The walk takes time, but you finally reach the horse's rear legs. Both look immovable and bound to earth and stone. The right one exhibits some features of the living flesh, trembling as the horse struggles. You should be able to rip it from the ground with focused magic.

- **Go back to the horse head** – go to Verse 4.
- **Investigate the left leg** (requires at least 2) – go to Verse 7.
- **Force the right hoof to move** (only if you don't have the **"Chalk Horse"** part **2** status; pay 4 **Magic** per Character) – go to:



3

There is a search party in the forest under the leadership of a mighty warrior from the Colony.

If you **have** 3 or more or , Exploration ends.

Otherwise, the scouting party notices you – resolve the **"Boudi"** gray Encounter (Difficulty 3). Lose 1 at the start of the first Activation in this Encounter. You can't Escape during the first Combat Turn. After the Encounter, Exploration ends.

4

The strange, chalk horse calms when it sees you. It neighs bitterly, and you are flooded with emotions the need for freedom, the appreciation of your presence, the energy struggling to flow free.

- **Approach rear legs** – go to Verse 2.
- **Check the front leg** – go to Verse 6.
- **Free the chalk horse** (requires 4 parts of the **"Chalk Horse"** status) – go to:

- **Ask about the priestess** ((only available in **Chapter 11**)) – go to Verse 8.
- **Leave** – Exploration ends.

5

Go to:

6

The limb looks almost like a real horse's leg, but it's smaller and younger than the rest of the animal. You feel you could give it some of your life experience to help it grow and reach a fully adult state.

- **Go back to the horse's head** – go to Verse 4.
- **Help the leg grow** (only if you don't have the **"Chalk Horse"** part **1** status; pay 2 Exp per Character) – go to:

7

You discover this area is too close to the forest and the menhir in the south – wyrdness can't affect the reality here. You must find a way to let the wyrdness creep in even for a moment, and count on the horse to be able to free its leg during the time when all laws cease to apply.

Gain the **"Chalk Horse"** part **3** status. Exploration ends.

New Task: Gain knowledge about menhirs, then go to the Forest Sanctuary and sabotage its menhir.

8

The horse doesn't remember this woman. You feel that despite the age of its body, its mind is young. Its only desire is to be free.

Go back to the start of this Location and make another choice.

9

The hut is inhabited by a lunatic herbalist who sometimes speaks with the chalk horse. He's not interested in talking to you, but if you pay him, he treats your wounds.

Each Party member may pay a total of 2 Wealth and Food to gain 2 . Then, Exploration ends.

241 Sleeping Rocks

Low trees grow over a ruined cromlech. They house many animals, big and small, whose cries lure hunters and vagabonds from the western settlement. As you move toward the center of the stone circle, you notice more ovoid stones covered in worn runes. They lie scattered around randomly, as if fallen from the sky.

- **Enter the stone circle** – go to Verse 6.
- **Pass the mists to the Still River** – go to Verse 1.
- **Hunt** (pay 1) – go to Verse 3.
- **Leave** – Exploration ends.

1

If Location **235(275)** is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters) or 3 Magic (4 Characters) to attach Location **235(275)** to the right edge of Location **241**.

If Location **235(275)** is attached to this card, you may pay 1 per Party member to move all Party members to Location **235(275)**. Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

3

You scout the forest and catch small animals they hide under the trees, scared by the storm raging to the southwest. Unfortunately, your activity draws the attention of something much bigger...

New Task: Investigate the storm to the southwest.

Roll a die and add your . Check your final result:

1-3 – gain 1 Food.

4-6 – gain 2 Food.

7+ – gain 3 Food.

Then, resolve a green Encounter. Exploration ends.

4

Following the ghost's instructions, you check if the elements needed for the ritual are present they are. Now, you must put everything in order and muster some magic.

- **Rest between the stones** – each Party member loses 1. Exploration ends.
- **Drag stones to the right places** (pay 5 reduced by each point of your ; in a Party use only the highest value) – gain the **"Missions"** part **5** status, then make another choice.
- **Adjust columns to magical ley lines** (pay 5 reduced by each point of your ; in a Party use only the highest value) – gain the **"Missions"** part **6** status, then make another choice.
- **Infuse the circle with magic** (requires the **"Missions"** part **5** and **6** status; pay 6 Magic) – go to:

6

You go through a leaning portal of three stone slabs and approach rocks scattered in the center of a ruined circle. There are many legends about this great druidic circle, as well as the druids themselves vile warlocks performing bloody rituals for something they called the greater good.

- **Rest between the stones** – each Party member loses 1. Exploration ends.
- **Prepare the ritual** (requires the **"Missions"** part **3** status) – go to Verse 4.

Dream

You slowly cut the throat of one the vagrants who dared burn your brethren. Magic in his blood drains into the stones, bringing you respite and filling you with power. From pain strength. From death life. This is the way of a druid.

Each Character who has this Dream gains 1.

Nightmare

In the last moments of your life, you imagine the wonderful Moonring with its floating stones. Your body burns slowly, you choke on smoke, and your vision blurs. The hateful shouts of the crowd surrounding the cage ring in your ears. To think you could have escaped to Dark Morass and avoid this horrible end...

Each Character who has this Nightmare loses 1.

242 Stone of Memories

Charred wooden bars protrude from the snow. You also discern outlines of stone roads beneath the ice. These trails lead toward a black stone surrounded by columns of ice. Writing covers both the stone and the columns more or less readable. A stone's throw to the west, you spot a fur tent and a dead campfire under a layer of snow.

- **Approach the stone** – go to Verse 1.
- **Inspect the camp** – go to Verse 5.
- **Leave** – Exploration ends.

1

If you **don't have** the **"Wilderness Encounters"** part **8** status, go to Verse 4.

If you're playing **Niamh** and **don't have** the **"Past"** part **2** status, go to Verse 11. Otherwise, read on:

Thousands of inscriptions cover the towering stone from its base to its top. You wonder how old they are.

- **Read about Avalon's history** – go to Verse 7.
- **Focus on runes about magic** (pay 1 per Party member) – go to Verse 2
- **Leave** – go back to the start of this Location and make another choice.

2

You look for anything connected to the art of magic, but there isn't much information – most of the inscriptions are about trade deals, land disputes, or crimes. But experiencing the day-to-day lives of Avalon's past inhabitants is mystical in its own way.

Each Party member gains 1 Magic. Exploration ends.

3

The girl reluctantly shares her knowledge, which she gained studying the Stone of Memories.

If you **have** the Secret card **48**, go to Verse 13.

Otherwise, gain Secret card **52**. Exploration ends.

4

When you approach the boulder, something moves behind it. The creature, covered in ice and snow, stands and approaches. You ready your weapons, but then it speaks: "Wanderers? Seekers of truth?" You take a good look and discover it might be a human, probably a woman.

Gain the **"Wilderness Encounters"** part **8** status.

- **Greet her** – go to Verse 6.
- **Attack!** – She must be a wyrdspawn. Go to Verse 10.

5

The tent is abandoned – outside, you find a dead campfire covered in fresh snow. Inside, a hatch leads down into the dark tunnel.

- **Go down the tunnel** – go to Verse 9.
- **Retreat from the tent** – go back to the start of this Location and make another choice.

6

You greet the strange creature, feeling an unnatural cold coming from its body. "You're welcome here until you do something to disrespect the knowledge gathered in this place."

Each Party member gains 1 Exposure. If you **have** the **"Legacy"** part **14** status, go to:

Otherwise, go to Verse 1.

7

If you **have** the **"Murder"** status, go to Verse 8. Otherwise, read on:

The strange woman comes closer and tells you the day is too short for you to find anything meaningful on your own. She studied this rock for years, and she tells you the history of Avalon.

Go to:

8

You don't know where to start. The large boulder? Ice pillars? Some texts are even scribbled on pieces of rough leather.

- **Back down** – go back to Verse 1.
- **Read about Avalon anyway (pay 4)** – go to:

9

As you delve deeper, the air warms. Soon, you enter a pleasant cave covered in glowing runes radiating with heat. A lone, amber-eyed girl sits in the center surrounded by scrolls.

If you're playing **Mabd** and you **don't have** the **"Lost Apprentice"** part **3** status, go to Verse 12.

Otherwise, choose one:

- **Learn the warming runes** (requires all Characters; pay 2 Exp per Character) – go to Verse 3.
- **Speak for a while and leave** – *She is too immersed in her studies of the past to dedicate time to you.* Exploration ends.

10

You assault the monster, which is slow to react. You heave it back against the rock. With a faint sigh, the creature cracks and falls apart, as if made entirely of ice. Dark, thick blood slowly seeps from its shattered body.

Gain the **"Murder"** status. Go to Verse 1.

11

If you **have** the **"Murder"** status, go to:

Otherwise, go to:

12

Seeing your young apprentice alive and well fills your heart with untold joy. You hug each other, as you tell her the places you have traveled to find her. A moment later, while sharing a warm herbal tea, you learn the girl is content here and doesn't plan to move. She always yearned for stories from the past, and the Stone of Memories provides more than you ever could.

After a long while, the time comes to part ways. The girl looks at your horn and notices it's badly worn. She offers you hers, as she doesn't need it anymore. It is a splendid instrument you found for her a long, long time ago. You accept it with gratitude, hoping it will remind you of her wherever the path might take you.

As you prepare to depart, the girl smiles and says:

"Teacher, one last thing before you leave. There is an inscription I came upon here, from twenty years ago. A tale of a brave storyteller who travelled with her amber-eyed infant daughter."

She leaves the question unasked, and you're grateful for this. Trying hard to stop the tears, you answer:

"You should know it's impossible. The wyrd-covered trails are no good for a child, and the tradition forbids it. Only orphans may become storytellers."

She stands silent for a while before she finally nods and lets you go. You will not forget the warmth of her parting smile until the end of your days.

Mabd gains 2 Exp, Secret card **94**, and loses all . Gain the **"Lost Apprentice"** part **3** status. Go back to Verse 9 and make another choice.

13

Go to:

243 Fractured Tower

A single tower stands against the skyline, its shattered spire resting at the foot of a hill. The tower appears in many legends and paintings as a meeting place, backdrop to a scene, or as the setting of a battle. No one knows its original purpose, but it must be related to the Tuathan wall looming to the west. Strange beasts prowling the surrounding woods certainly come from this ancient city.

- **Try finding a way up the tower** – go to Verse 5.
- **Explore the woods** (only if you don't have the **"Mysteries and Visions"** part **9** status) – go to Verse 1.
- **Meet the Lady** (only available in **Chapter 8**) – go to Verse 3.
- **Leave** – Exploration ends.

1

Roll a die and add your . Check your final result:

1-2 – *Why are you starting to slip...?* Go to Verse 6.

3-6 – *There are no animals nor anything else.* Exploration ends.

7+ – *Something catches your attention.* Go to:

2

You stand at the feet of the broken tower. The main gate barely hangs on rusted hinges it stands slightly ajar, and you see mostly debris inside.

- **Enter** – go to Verse 7.
- **Walk around the tower** – go to Verse 9.
- **Go down the hill** – Exploration ends.

3

You meet Pale Lady at the foot of the hill. The Fractured Tower is the only witness to your reunion. The Fore-dweller looks at a gap in Tuathan's wall and asks you if you are ready to enter the ancient capital of her race.

- **Not yet** – go back to the start of this Location and make another choice.
- **Yes** (requires all Characters; this will end your Chapter) – go to:

5

You stand in the hill's shadow, looking for a way to ascend. There is one narrow, dangerous path to the top. You're not sure if you have the courage to follow it.

- **Take the path** (only if the lowest in the Party is 2 or more) – go to Verse 8.
- **Retreat** – go back to the start of this Location and make another choice.

6

Resolve the **"Snow Antlion"** green Encounter (Difficulty 4). Then, Exploration ends.

7

If you **don't have** the **"Horrors"** part **7** status, go to:

Otherwise, read on:

The tower's interior is difficult to navigate, but there is nothing to find here anyway. Detailed wall paintings are the only things left intact, depicting brave knights fighting Fore-dwellers and duelling on the fighting grounds. Their scenes of past glory at least raise your spirits.

Each Party member loses 1 . Then, Exploration ends.

8

Roll a die and add your . Check your final result:

1-3 *Bravery wasn't enough to go up the path you slipped on ice and hurt yourself.* Each Party member loses 1 and 1 . Go back to Verse 5.

4-6 – *The trail is harsh, but you manage to arrive at the foot of the tower.* Each Party member loses 1 . Go to Verse 2.

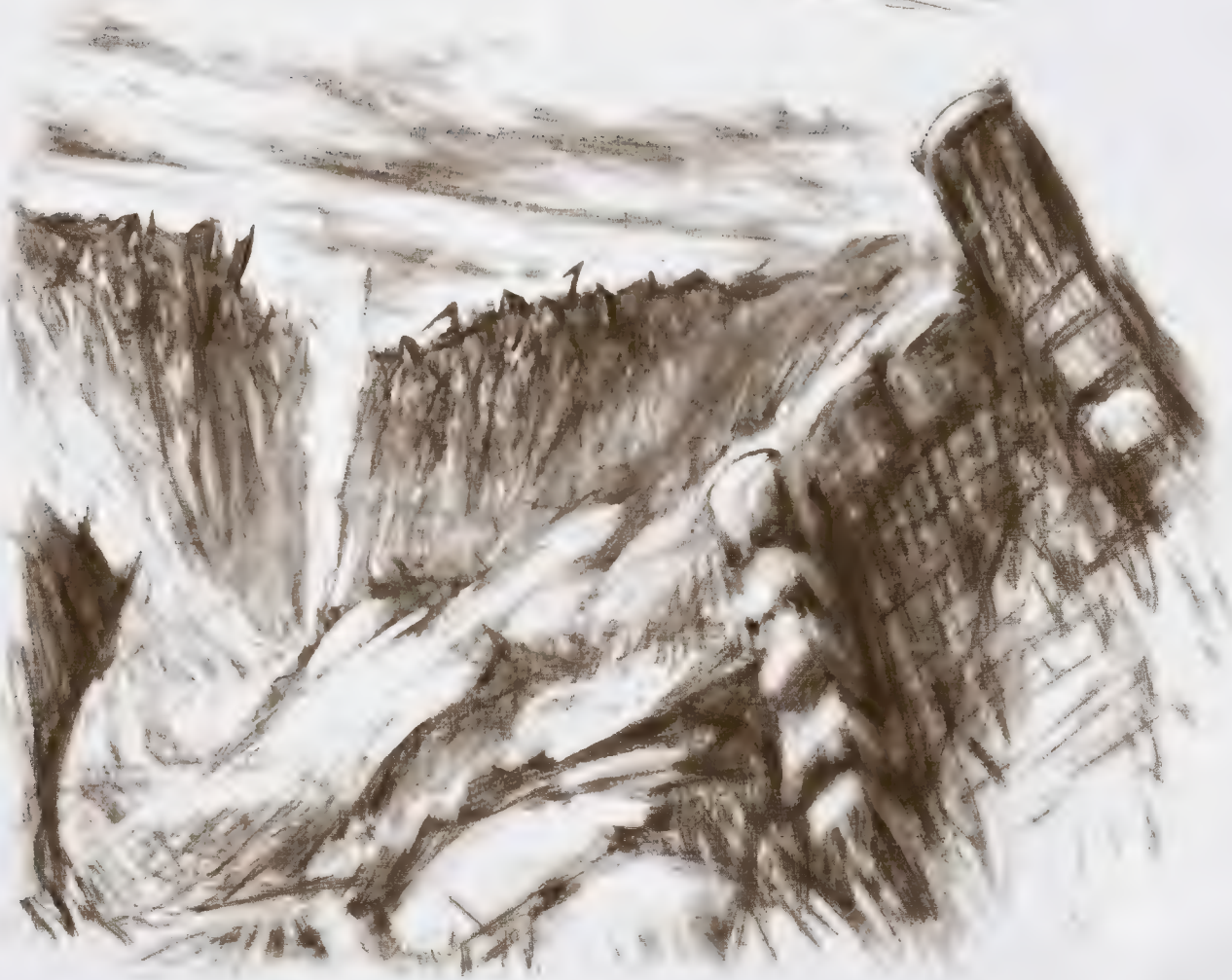
7+ – *You notice convenient footholds, and your travel is quite easy.* Go to Verse 2.

9

The view from the hill is beautiful, with the high wall of Tuathan to the west and a giant stone head to the south. Northeast from here, a single island stands against the waves, a ruined city atop it. But the area near the tower is stripped of anything useful.

Go back to Verse 2.

New Task: Search the ruined city in the northeast.



244 Howling Nest

Stone and iron pegs anchor shaky rope bridges connecting the cliff to the ruin-covered island. It looks like a stone nest sitting atop an inaccessible rock, surrounded by raging waters. To make the impression ghastlier, the wind carries howls and shrieks from this direction. You wouldn't be surprised if it was home to the Black Drifter.

- **Go through the bridge** (requires at least 2) – go to Verse 1.
- **Leave** – Exploration ends.

1

The bridge sways as cruel wind lashes your skin, carrying frigid water from below. The island isn't much better – miserable howling echoes from ruined buildings and holes in the ground.

Each Party member gains the 1 Exposure.

- **Explore the ruins** – go to Verse 6.
- **Descend underground** – go to Verse 4.
- **Leave the cursed island** – Exploration ends.

2

Without warning, something strikes you in the back. Struggling to regain balance, you turn to face an intimidating creature.

Resolve the **"Child of Morrigan"** gray Encounter (Difficulty 5). If you win (or the Enemy Runs Away), go to Verse 9. Otherwise, Exploration ends.

4

If you **have** the **"Resentful Goddess"** status, go to Verse 10.

If you **have** the **"Horrors"** part **8** status, go to Verse 7.

Otherwise, go to:

5

The goddess exchanges some words of courtesy with you, but she doesn't have much time, focused on performing some strange rituals.

If you are playing **Chapters 14-15** and **don't have** the Secret card **98**, go to Verse 12.

Otherwise, go back to Verse 7 and make another choice.

6

The life of this city must have revolved around the central building, probably a temple. It looks impressive, but it's as empty as every ruin in this damned place.

Roll a die and add your . Check your final result:

1-5 – go to Verse 2.

6+ – go to Verse 8.

7

You enter the underground city without hesitation – you are favored by their goddess, after all. Unsettling residents don't approach – they only track you with their eyes.

- **Meet the goddess** – go to Verse 11.
- **Sell food** – pay 1 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy inventory** (each Party member gains 1) – *These items belonged to prey of Morrigan's children.* Draw the top 3 Item cards. You can buy any number for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Leave** – Exploration ends.

8

You hear a rustling and hide behind the crumbled wall. An intimidating creature with gray skin and broad ears passes with sharp blades in its hands. You wait for a moment and take another route.

Go to Verse 9.

9

After searching the city for a long time, you only find some abandoned baubles.

Each Party member gains 1 Wealth. Exploration ends.

10

You're ambushed as soon as you step foot on the stairs leading down. The fight is out of question – too many of Morrigan's Children spring out of the dark. They drag you to the edge of the island and throw you into the raging waters.

You're not sure how you still live, but you must avoid the ice floes and somehow get back to the mainland.

Each Party member loses 4 , gains 4 and gains 4 Exposure. Then, Exploration ends.

11

If you **have** the **"Missions"** part **9** status, go to Verse 5.

If you **have** the Secret card **16**, go to:

Otherwise, Morrigan doesn't want to speak with you – Exploration ends.

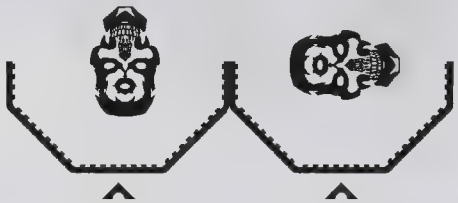
12

Before you open your mouth, Morrigan tells you that she will help you, as you have helped her. She knows that you're doing what you think is best for the island. Although in the past she was bitterly betrayed by humans, she lends you her best warriors, who will help you in upcoming battles.

- **Accept her offer** – gain Secret card **98**. Exploration ends.
- **Refuse** – Exploration ends.

Dream & Nightmare

If you **have** the **"Legacy"** part **3** status, go to:



Otherwise, read on:

Your life is full of darkness that aches more than it should, since you know there is still a world of light somewhere above. You carry many burdens, but knowing that because of your bitterness, your children have turned into monsters, is the heaviest.

Each Character who has this Dream or Nightmare gains 1.

245 Sky Pillars

A storm rages above, resounding with thunder and illuminated by lightning. It's the most powerful storm you've ever seen, but no raindrops or snowflakes reach the ground — five dark obelisks hold the dome of the tempest above them like pillars, not allowing it descend below a certain point. There is nothing else here, besides the pillars, and a clearly visible entrance to some den or cave.

- **Investigate obelisks** – go to Verse 4.
- **Go inside the den** – go to Verse 6.
- **Leave** – Exploration ends.

1

If you **have** 2 parts of the **"Pillars' Magic"** status, go to Verse 3.

Red runes glow with an ominous light. Powerful magic overwhelms your body and mind.

Gain 4 Magic. Add 1 mark to the **"Pillars' Magic"** status. Then, Exploration ends.

2

You rest in the den, sheltered from the chill wind and other threats. But it's still frigid, so you must move on.

Each Party member loses 1 and gains 1 . Exploration ends.

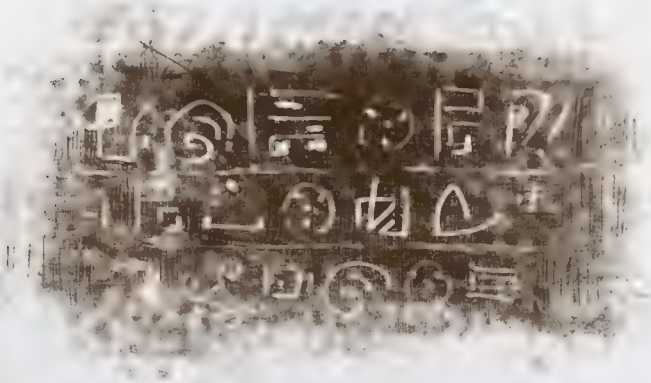
3

Go to:

4

Black, glossy stone carved with red runes peeks out from under the snow. The obelisks are so tall, they pierce the raging storm above.

If you **have** 3 or more , go to Verse 7. Otherwise, you have no idea how the obelisks can be of any use – go back to the start of this Location and make another choice.



6

You carefully enter the hole. You must stoop so low you almost burn your face with your own torch.

If you **have** the **"Wilderness Encounters"** part **9** status, go to Verse 2. Otherwise, go to:

7

You cannot read the runes, but you sense ancient magic slumbering in these stone structures. You're sure it is connected to blood and death, and – somehow – to the storm above. It won't be entirely safe, but you think you can steal some of their power.

- **Extract magic** (pay 1) – go to Verse 1.
- **Leave** – *It's better not to meddle with mysterious powers.* Go back to the start of this Location and make another choice.

Dream

A funeral procession approaches a grave with a black tombstone. Your small, four-armed masters wait for you, preparing a rite to send your sister's soul into the sky. The fierce giantess fell to the sunwyrm a fortnight ago. You will miss her, but at least she had a good death. And now, her spirit leaves this world – a bright light shooting into the clouds.

Each Character who has this Dream gains 1 Magic.

Nightmare

Three great armies clash on fields between dark obelisks. The ground can't drink any more blood, so it collects in puddles several feet deep. None who fight here see the souls of the fallen rapidly escaping their bodies, drawn into the black monuments overlooking the battle.

Each Character who has this Nightmare loses 1 .

246 Weeping Watcher

You approach a monumental stone head, its cheeks, eyes, and mouth marked with ice. Many pale-skinned people bustle around the head, tending small gardens and animal pens full of fat foxes, domesticated boars, and puffins with clipped wings. The entrance is colorfully decorated, and inside you find a silent settlement full of calm people – most have their eyes closed, pursed lips, and small, almost non-visible noses. The place is cozy, if unnerving.

If there is a Fore-dweller model or Time Token on this Location, go to Verse 1.

Otherwise, go to Verse 14.

1

If you're playing **Chapters 14-15**, go to Verse 16.

Otherwise, choose one:

- **Visit the market** – go to Verse 13.
- **Look for work** – go to Verse 7.
- **Use the service of heat mages** (pay 2 Wealth per Party member) – *They will treat your exposure.* Go to Verse 4.
- **Leave** – Exploration ends.

2

The Weeping Watcher looks permanent, but it needs regular maintenance – wyrdstone changes shapes and flows slowly, producing new crevices in the walls that must be sealed.

Each Party member gains 1 Rep for each point of their . Then, gain the **"Friends"** part **2** status. If you **have** parts **2**, **3**, and **4** of the **"Friends"** status, go to Verse 8. Otherwise, Exploration ends.

3

Go to:

4

If you **have** the **"Legacy"** part **5** status, go to Verse 9. Otherwise, read on.

You cross a room with a high ceiling and reach a chapel. The murals on its walls depict a four-armed woman leading a group of travelers toward a stylized skull before a sea of wyrdness. The mage who looks after this place performs a short ritual, and the cold leaves your body.

Each Party member discards the Exposure Marker. Exploration ends.

5

The mage always needs more mystic energy for his warming rituals. He prepares several wyrdstone vessels for you to infuse with power.

Each Party member gains 1 Rep for each point of their . Then, gain the **"Friends"** part **3** status. If you **have** parts **2**, **3**, and **4** of the **"Friends"** status, go to Verse 8. Otherwise, Exploration ends.

6

Go to:

7

You ask around to see if anyone needs help and is willing to pay for it. There aren't many offers. Weeping Watcher apparently copes well, but still a few people shyly approach.

- **Aid with the settlement maintenance** (only if you don't have the **"Friends"** part **2** status; pay 2) – gain 1 Wealth and go to Verse 2.
- **Supply the mage with power** (only if you don't have the **"Friends"** part **3** status; pay 3 Magic) – gain 1 Wealth and go to Verse 5.
- **Get herbs from the forest** (only if you don't have the **"Friends"** part **4** status; pay 2) – gain 1 Wealth, each Party member gains 1 Exposure. Go to Verse 11.
- **Don't do any of this** – go back to the start of this Location and make another choice.

8

As you prepare to leave, a bald woman stops you. She tells you they owe a debt of gratitude for your many good deeds, and they didn't compensate you fairly. She, together with some others, wants to make it up to you.

Go to:

9

You enter a small chapel with four statues of ancient heroes in the corners. The mage performs a short ritual and gives you a blessing of Avalon's guardians.

Each Party member gains 1, loses 1, and discards the Exposure Marker. Exploration ends.

10

Negotiations are strange – the merchant asks you to stay silent and stares at you intently for a while. Then, he tells you that he will lower his prices.

- **Sell food** – pay 1 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy equipment** – draw the top 3 Item cards. You can buy any number of them for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 2 Wealth for each of them. Then, make another choice.
- **Buy warming mixtures** – pay 3 Wealth to gain the **"Fiery Brew"** Secret card (**54**). Then, make another choice.
- **Leave the market** – Exploration ends.

11

Remembering the shapes of specific herbs, you wander into the freezing forest. The snow is deep, trees cast dark shadows, and the herbs are hard to spot. You go back, shivering with cold, but with a pouch full of remedies.

Each Party member gains 1 Rep for each point of their . Then, gain the **"Friends"** part **4** status. If you **have** parts **2**, **3**, and **4** of the **"Friends"** status, go to Verse 8. Otherwise, Exploration ends.

12

If you **have** the Secret card **57**, they already joined you – Exploration ends. Otherwise, read on:

You explain why you need help – you must finish your quest to save Avalon. It's extremely dangerous, and you need everyone willing to aid you. People here respect you, but they despise violence and are not eager to fight.

- **Pressure them** (pay 4 Rep per Character) – gain Secret card **57**. Exploration ends.
- **Accept their decision** – go back to the start of this Location and make another choice.

13

It's the strangest market you've ever seen – everyone exchanges goods without a word, no one shouts or tries to beguile others into buying their wares. However, as soon as you approach the traders, they speak with you eagerly – mainly asking about the situation in other towns, as storytellers don't reach Weeping Watcher anymore.

- **Haggle to get better prices** (pay 8 Rep reduced by 1 for each point of your ; in a Party use only the maximum value) – go to Verse 10.
- **Sell food** – pay 1 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy equipment** – draw the top 2 Item cards. You can buy any number of them for 4 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each of them. Then, make another choice.
- **Buy warming mixtures** – pay 4 Wealth to gain the **"Fiery Brew"** Secret card (**54**), if available. Then, make another choice.
- **Leave the market** – Exploration ends.

14

Roll a die and add 3 if there is an Active Menhir in this Location. Subtract the value of your . Check your final result:

1-5 – go to Verse 1.

6+ – place a Time Token on this Location and go to Verse 15.

15

Pale people hide within the marble head as the black beast approaches. According to legend, the Drifter brings wyrdness and plague.

Go to:

16

- **Visit the market** – go to Verse 13.
- **Look for work** – go to Verse 7.
- **Use the service of heat mages** (pay 2 Wealth per Party member) *They will help cure your exposure.* Go to Verse 4.
- **Use your knowledge and tools** (only available in **Chapter 14**; requires all Characters and the **"Decision"** part **2** or **3** status) – go to Verse 3.
- **Meet the Pale Lady** (only available in **Chapter 15**; requires all Characters and the **"Decision"** part **1** or **5** status) – go to Verse 6.
- **Ask them to join you** (only available in **Chapters 14-15** and requires the Secret card **96**) – go to Verse 12.
- **Leave** – Exploration ends.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 2, 1, 1 Wealth (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character).

If there aren't enough models left, take one from another Location of your choice.

251 Gruesome Display

You enter a Fore-dweller city and immediately want to turn back — symmetrical buildings with glass walls brim with motionless people, animals, and even Fore-dwellers. Most look normal, while others don't have skin or even flesh — you see their insides as clearly as the fear in their lidless eyes. As you delve deeper, some of this sick exhibition moves to the outside, forcing you to walk between corpses embalmed in different poses.

If you **have** Secret card **97** and **don't have** the **"Keeper"** part **1** status, go to Verse 1.

If you **don't have** the **"Tuathan"** status, go to Verse 3.

Otherwise, each Party member gains 1. Choose one:

- **Explore the display** – go to Verse 2.
- **Gather food from animal bodies** (pay 1 per Party member) – go to Verse 4.
- **Leave** – Exploration ends.

1

You hear a grim voice inside your head: "We're almost there. The heart of this necropolis lies south-west from here. Make haste!"

Gain the **"Keeper"** part **1** status. Then, go back to the start of this Location and make another choice.

2

You look around, absorbing the horrible sights. You feel sick, unprepared for such atrocities. It looks like someone was studying humans and built an entire city of their anatomical displays.

Each Party member gains 1. If you **don't have** the **"Dismay"** part **1** status, each Party member gains 1 Exp; gain the **"Dismay"** part **1** status.

If you **have** the **"Legacy"** part **6** status, go to Verse 8. Otherwise, Exploration ends.

3

Suddenly, you realize you're inside Tuathan, the infamous Fore-dweller city where monsters dwell, with wyrdness so thick and deadly it kills in a heartbeat. But what you see around you is nothing like the stories. The sights are alien and strange, but not horrific. The wyrdness doesn't seem so threatening — there's barely more of it than around your hometown. Were the legends wrong? Is even the wyrdness fading from Avalon? Or maybe, after centuries, the island has reached some new equilibrium?

You imagine that, as wyrdness flowed out of Tuathan to fill holes torn by humans and their menhirs, eventually everything balanced out, like water in two connected vessels. The island became weirder while Tuathan normalized.

You almost feel disappointed you can't witness Tuathan in its full, warped glory.

Gain the **"Tuathan"** status. Then, go back to the start of this Location and make another choice.

4

Breaking apart frozen meat and bones is a heinous act. The flesh smells like rotten vegetables.

Each Party member gains 2 Food and 1.

Toss a Dial:

Grail – Exploration ends.

Skull – each Party member loses 1. Then, Exploration ends.

8

You find human skeletons in shining armor atop horses of bleached bone. You recognize symbols on the riders' shields as crests of the Knights of the Round Table. So, this is where the Order disappeared. Were they trying to stop the Fore-dwellers? Were they looking for something? You would have to turn back time to learn...

Each Party member gains 1.

Exploration ends.

252 Sword Plain

Buildings part, and a large, empty field of grass unravels before you. As you approach, you notice it isn't grass, but steel blades protruding from the ground. It would be difficult to move through this thicket of sharp weapons without drawing blood.

- **Search the meadow** – go to Verse 3.
- **Look for a usable weapon** (pay 1) – go to Verse 2.
- **Leave** – Exploration ends.

1

Anger flares inside you...

- **Let it burn** (only if you don't have the **"Dismay"** part **2** status) – go to Verse 7.
- **Suppress this feeling** – Exploration ends.

2

Roll a die and add the lowest value in the Party. Check your final result:

1-4 – *You forsake your search after the blades cut into your flesh.* Each Party member loses 1. Exploration ends.

5-7 – *You can't find anything useful.* Exploration ends.

8+ – go to Verse 5.

3

You search for something interesting, but find nothing.

If you **have** 3 or more , go to Verse 1.

If you **have** 3 or more or 4 or more , go to Verse 6.

Otherwise, Exploration ends.

5

After an exhausting hunt punctuated by painful scratches from the steel grass, you finally find an unbroken weapon in good condition.

Each Party member loses 1. Gain 1 **"Weapon"** Item. Exploration ends.

6

You carefully study the distribution of the blades. They appear to grow like plants, with fewer in the shadows and unfertile ground. If this place appears this way without wyrdness, imagine it enveloped by the wyrd.

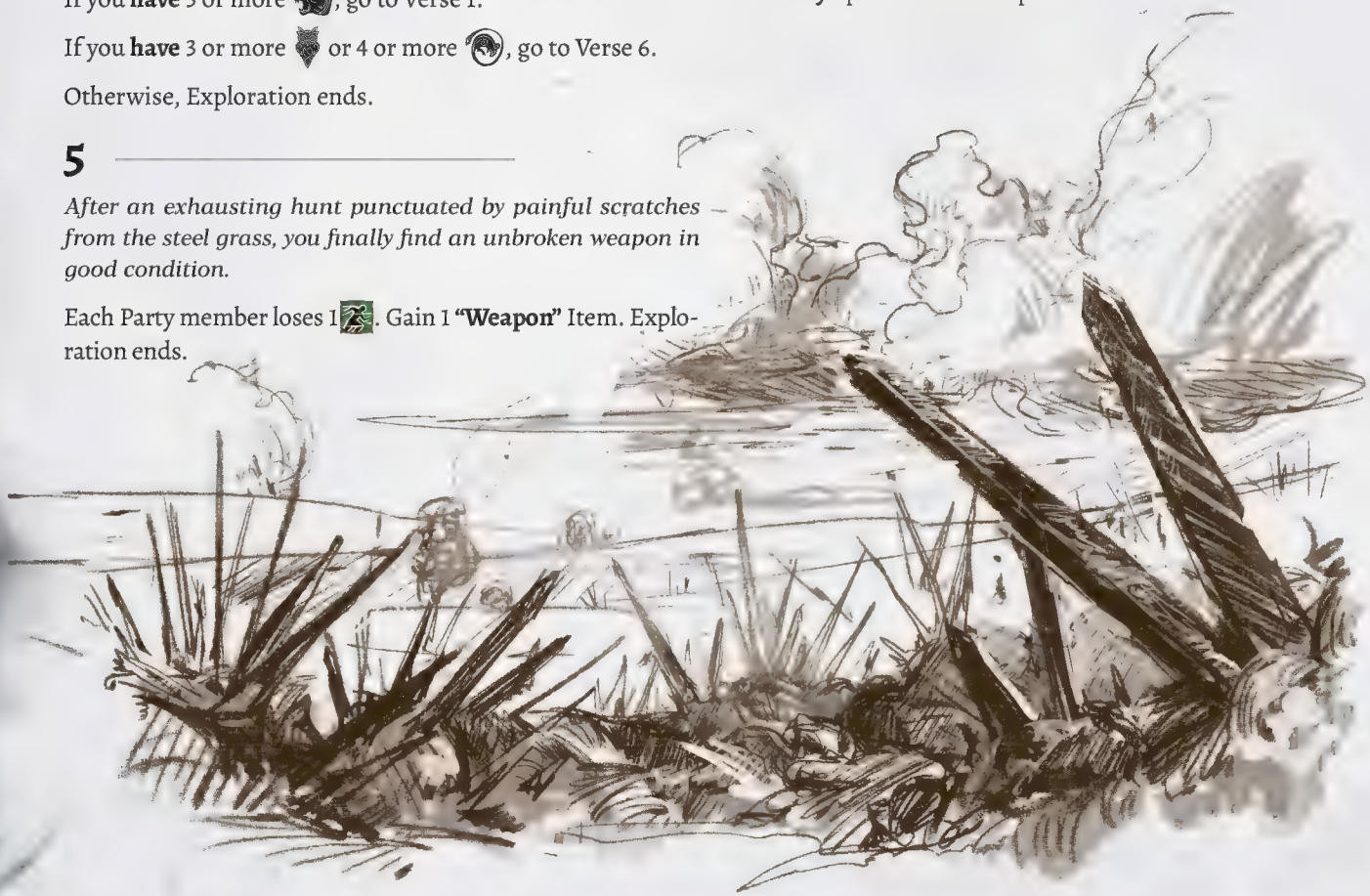
If you **don't have** the **"Dismay"** part **3** status, each Party member gains 1 Exp; gain the **"Dismay"** part **3** status.

Exploration ends.

7

You let the anger take hold. You strike surrounding blades with your weapon. Razor sharp shards of steel fly in all directions, slicing your exposed skin. One of the larger shards falls to the ground with a curiously hollow noise. You calm yourself and kneel to investigate. Someone buried an eerie wooden mask here!

Each Party member loses 1. Gain Secret card **3** and the **"Dismay"** part **2** status. Exploration ends.



253 Heart of Tuathan

A vast wasteland with one discernable landmark – a high, tilted hill, resting on human-made walls which sink into the ground. Tendrils of wyrdness lazily float above the snow, melting it in their paths, dispersing as they touch snowdrifts. Is this place truly the heart of the ancient city of the Fore-dwellers?

If you **have** the Secret card **97** and **don't have** the **"Keeper"** part **2** status, go to Verse 2.

Otherwise, choose one:

- **Inspect the wall** – go to Verse 7.
- **Wander through the wastes** – go to Verse 4.
- **Speak with the Lady** (only available in **Chapter 9** and requires all Characters) – go to Verse 3.
- **Use the underground passage** (only available in **Chapters 10-15** and requires all Characters; pay 3 per Party member) – go to Verse 5.
- **Leave** – Exploration ends.

2

You feel something wriggling in your chest – pain and terror overwhelm you in an instant. You open your mouth to scream, but instead of words, a spurt of greenish liquid emerges and sinks into the ground. Soon, tendrils grow from the stain. The ground trembles. Something is happening below your feet – this thing appears to take roots here. Your head suddenly fills with an unfamiliar presence telling you that your deeds won't be forgotten.

Gain the **"Keeper"** part **2** status. The Character with Secret card **97** gains 3 Exp, and discards Secret card **97**. Other Party members gain 1 Exp. Go back to the start of this Location and make another choice.

3

If there is no Fore-dweller model on this Location, move it here – Pale Lady knows Tuathan well and comes with haste.

Pale Lady climbs the hilltop, and you follow. She asks you to watch over her and Lancelot while she performs a ritual. While concentrating, she can't defend herself from threats.

Go to:

4

The wastes lie barren – there is nothing here except for cold and dread.

- **Use wyrdness to enhance your body and mind** – *The wyrdness is strong here. Malleable. Waiting to be shaped.* Go to Verse 6.
- **Leave** – Exploration ends.

5

There is a small crevice at the hill's feet. From there, branching corridors (like those deep beneath Kamelot) lead into the bowels of Avalon.

Go to:

6

You find you can weave and manipulate wyrdness with ease. If you use the right catalysts, you can change everything, including your own past experiences!

Each Party member gains 1. Each Party member may pay 2 Exp and then pay 3 Food or 3 Wealth or 3 Magic to discard one of their Skill cards and choose a new Skill card with the same Attribute.

Exploration ends.

7

What looks like a wall of natural stone, after closer inspection, turns out to be a single block of wyrdstone. Up high, where the wall touches the hilltop, you see an upside-down gate. It looks like a part of a fortress turned on its top and submerged in the ground.

Go back to the start of this Location and make another choice.

254 Marble Toes

Townhouses lie on their sides, doors opening to the sky. Edible plants grow between their walls, sheltering wild animals beneath lush leaves. The deeper you explore, the less wyrdness you find and, finally, you stand before giant white feet emerging from the ground, their soles marked with spiral grooves.

- **Explore the laying buildings** – go to Verse 1.
- **Study spirals on the soles** (pay 1 per Party member) – go to Verse 4.
- **Leave** – Exploration ends.

1

You comb the buildings, entering through windows. It's hard to move inside furniture and tools lie scattered and damaged on the wall, which is now your floor. Everything looks unfamiliar, as if made for something like a human yet different at the same time.

Roll a die and add your . Check your final result:

- **1-3** – *These upturned structures hold perilous traps.* Each Party member loses 2 and gains 1. Exploration ends.
- **4-6** – *As you search through the rubble, you find something interesting.* Each Party member gains 1 Wealth. Exploration ends.
- **7+** – go to Verse 6.

4

You approach the enormous marble feet. Spirals are carved into their soles larger shapes formed of smaller ones made of even tinier coils. Your eyes strain, staring at this unending recursion.

If you **have** 2 or more , go to Verse 8.

Otherwise, each Party member gains 1 Magic and 1. Exploration ends.

6

You find a cache hidden below the former floor that opened under its own weight.

Each Party member gains 1 Wealth. If you **don't have** the **"Hidden Caches"** part **7** status, gain 2 non-Companion Items and the **"Hidden Caches"** part **7** status. Then, Exploration ends.

8

You notice a strange relation between spirals' shape and the wyrdness surrounding them. They somehow seem similar. You feel that manipulating a small part of wyrdness might easily change something bigger.

If you **have** 3 or more and **don't have** the **"Clues"** part **6** status, go to:

Otherwise, each Party member gains 2 Magic and 2. Exploration ends.

The tempest tosses you around, pulling your clothes and hair painfully. You struggle between the fighting specters of humans and Fore-dwellers. Their ethereal weapons don't cut, but you still feel pain and biting cold with every strike. You must do something standing here seems like an easy way to lose your life.

Each Party member loses 1, gains 1 and 1 **Exposure**. Then, choose one:

- **Try to communicate with ghosts** (requires at least 3 or 4) – go to Verse 1.
- **Leave** – Exploration ends.

1

Go to:

258 Still Forest

You wonder what happened to the people who left the settlement and set out toward the heart of the forest. Those still in the village look at you with hostility, blaming you for the schism. What's worse, there are too few left to defend against the Black Drifter assaulting the local menhir.

If there is a Fore-dweller model or Time Token on this Location, go to Verse 2. Otherwise, go to Verse 1.

1

Roll a die, add +3 if there is an Active Menhir in this Location, and subtract your . Check your final result:

1-5 – go to Verse 2.

6+ – place a Time Token on this Location and go to Verse 10.

2

- **Approach the menhir** – go to Verse 3.
- **Buy magical trinkets** – pay 3 Wealth to gain 1 Magic (any number of times). Then, make another choice.
- **Walk in the forest** (pay 2 per Party member) – go to Verse 5.
- **Leave** – Exploration ends.

3

The statue in the center of the village displays runes describing the story of the Forest Sanctuary, and its founder, a long-forgotten Allmother priestess who found solace here after a quest that claimed the lives of her companions. There are few candles and prayers at the monument's feet.

If you're playing **Mabd** and you **don't have** the **"Lost Apprentice"** part **2** status, go to Verse 9.

- **Try to sabotage the menhir** (requires the **"Chalk Horse"** part **3** status and the Secret card **11**) – go to Verse 6.
- **Carefully read the runes** (only available in **Chapter 10: Part 3**; requires all Characters; this will end your Chapter) – go to Verse 7.
- **Start carving** (only available in **Chapter 14** and requires all Characters) – go to Verse 8.
- **Admire it and leave** – Exploration ends.

5

The forest is wonderful, despite the situation in Forest Sanctuary. It's still warm and pleasant. And again, you lose yourself in its beauty. Suddenly the sun dips lower, and you must go back.

Each Party member gains 1 Magic and loses 2 . If you're playing **Chapter 11**, go to:

Otherwise, Exploration ends.

6

If you **have** the **"Chalk Horse"** part **4** status, you already did it; Exploration ends. Otherwise, read on:

People look at you with suspicion as your actions aren't exactly usual.

Resolve a blue Encounter. If you win or draw a **"Calm Before the Storm"** Encounter, go to:

Otherwise, Exploration ends.

7

Go to:

8

Go to:

9

A youngster approaches you and asks if you are a wandering storyteller. You confirm, and he continues with his questions do you know a young, beautiful girl also of this profession? And could you tell her that he's waiting? It's now your time to inquire you find out that the girl was your apprentice, and she went somewhere west.

Mabd gains 1 Exp. Gain the **"Lost Apprentice"** part **2** status.
Go back to Verse 2.

10

In a weakened state, the settlement can't drive Black Drifter away anymore.

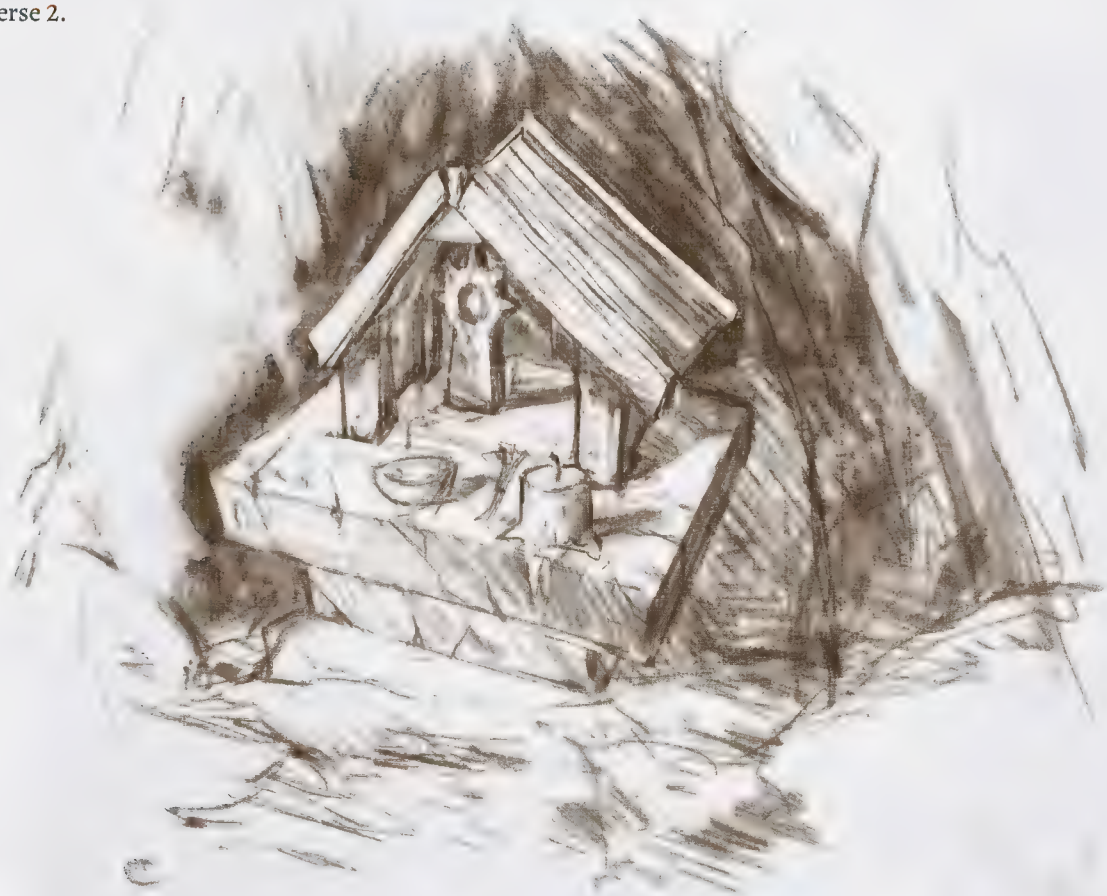
Go to:

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 3 , 1 Magic, and 1 (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character).

If there aren't enough models left, take one from another Location of your choice.



259 Hollow Hill

It was loud here once, but now the silence rings in your ears, sometimes broken by a distant animal cry. The hill bears the remains of its previous inhabitant a jagged outline of a horse cut in the ground. The dilapidated cabin is still there, and, before it, stands the man with a steaming cup. This time, his eyes are full of sadness.

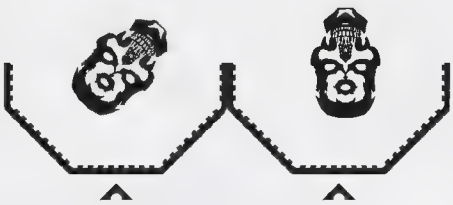
- **Visit the ramshackle cottage** – go to Verse 4.
- **Gather detritus of the chalk** (pay 1) – go to Verse 1.
- **Search for clues** (only available in **Chapter II**) – go to Verse 2.
- **Visit Grovesoul** (requires all Characters and the **"Secrets of the Forest"** part **4** status) – go to Verse 3.
- **Leave the site** – Exploration ends.

1

Gain the **"Ritual Chalk"** Item. If it's not available, gain 1 Magic. Exploration ends.

2

Go to:



3

Go to:

4

The lunatic herbalist complains that the horse escaped, and he can no longer spend time with it. He's not interested in talking further with you. However, if you pay him, he treats your wounds.

Each Party member may pay a total of 2 Wealth and Food to gain 2 . Then, Exploration ends.

260 Undercastle

This last stand of humanity was created by Arthur to protect his people should all else fail. To you, it looks anything but safe. Mud and old blood stain the floor, the air smells unpleasant, and unsettling sounds rub your nerves raw. You are confused and don't know exactly where the exit is or what to do here. If you spend too much time in these darkest depths, you'll die of illness or madness.

- **Look for an exit** – go to Verse 1.
- **Explore the Undercastle** (requires all Characters) – go to Verse 4.

1

- **Try to retrace your route** (pay 4 reduced by your) – gain part **1** of the **"Retracing"** status. Then, make another choice.
- **Look for some clues** (pay 4 reduced by your) – gain part **2** of the **"Retracing"** status. Then, make another choice.
- **Feel the atmosphere and the air movement** (pay 4 reduced by your) – gain part **3** of the **"Retracing"** status. Then, make another choice.
- **Explore the darkest places** (pay 4 reduced by your) – gain part **4** of the **"Retracing"** status. Then, make another choice.
- **Leave this place** (requires all Characters and at least 1 part per Character of the **"Retracing"** status) – discard Location **260** and reveal the Location underneath. Then, Explore this Location for free.
- **Abandon this idea** – Exploration ends.

2

Darkness seems to push against the torchlight, as if it wants to devour and imprison you. Finally, you approach a well-crafted portal with an inscription: "Archives." The area appears brighter. The oaken gate is in good condition, unlike its iron lock. If not for the magical barrier pushing you away, entering the Archives would be an easy task.

- **Go inside** (requires the **"Darkness"** part **6** status) – *You have opened the door before.* Go to Verse 14.
- **Use new hex** (requires the **"Darkness"** part **3** status) – go to Verse 16.
- **Force your way using magic** (pay 5 Magic) – go to Verse 13.
- **Force your way using brute strength** (pay 4 per Character) – go to Verse 13.
- **Go back to the camp** – go back to the start of this Location and make another choice.

3

Go to:

4

You leave your camp. The air immediately grows foul, and the darkness deepens.

- **Follow the strange tracks** (only if you don't have the **"Darkness"** part **1** status) – go to Verse 3.
- **Explore the rancid-smelling caverns** – go to Verse 8.
- **Delve deeper into the darkness** – go to Verse 2.
- **Do something else** – go back to the start of this Location and make another choice.

5

The barking dies away, and now you hear only the water trickling down the walls. Suddenly, something growls behind your back.

Toss a Dial:

Grail – resolve a green Encounter.

Skull – resolve a purple Encounter.

Then, Exploration ends.

7

You pass the spore clouds and soon caverns transition into human-made corridors. Most have collapsed, but you can reach two nearby rooms.

Characters with Secret card **66** lose 1 and gain 1 , as spores make their way into the wounds and inflame them.

- **Enter the room on the left** (only if you don't have the **"Darkness"** part **3** status) – go to Verse 9.
- **Explore the room before you** – go to Verse 11.
- **Go back to the camp** – Exploration ends.

8

The caves, smelling of rotten eggs, are overgrown with brown moss and pale weeds you fear to touch. Everything is quiet until hounds start baying in the distance.

- **Go toward the noises** – go to Verse 5.
- **Go in the opposite direction** – go to Verse 10.
- **Go back to the camp** – Exploration ends.

9

Cobwebs fill every inch of the dark chamber. Dust covers most of them, but some look fresh.

If you **have** 3 or more , you may go to Verse 15.

- **Burn the webs** – go to Verse 17.
- **Hack through them** – go to Verse 18.
- **Sneak past them** – go to Verse 19.
- **Go into the other room** – go to Verse 11.
- **Go back to the camp** – Exploration ends.

10

A plethora of fungi covers the area. When you nudge them, they emit puffs of spores that irritate the skin and make you nauseous.

- **Gather mushrooms** (only if you don't have the **"Darkness"** part **2** status) – *You recognize some of them!* Go to Verse 12.
- **Go through the cave** – go to Verse 7.
- **Leave** – Exploration ends.

11

You stand in a room littered with blood-smeared bones and tattered fur. This must have been the lair of a large beast. You think it might be wise to leave before the beast that lives here or something worse returns.

If you **don't have** the **"Darkness"** part **7** status and have at least 3 or 3 , go to:

Otherwise, choose one:

- **Go into the other room** (only if you don't have the **"Darkness"** part **3** status) – go to Verse 9.
- **Go back to the camp** – go back to the start of this Location and make another choice.

12

You gather fungi you recognize as edible. There's not much, but still, it was worth your time for some sustenance.

Gain 2 Food and the **"Darkness"** part **2** status. Exploration ends.

13

You push yourself to the edge, but finally, the gate gives way.

Gain the **"Darkness"** part **6** status. Go to Verse 14.

14

Go to:

15

You consider hacking through the webs but spiders would react to vibrations, and sticky threads would trap your weapons. It's better to sneak through the area or burn it to the ground.

Go back to Verse 9.

16

You recite the spell and touch the gate. It gives way, allowing you to enter.

Gain the **"Darkness"** part **6** status.

If you **have** 2 or more , the hex worked well – go to Verse 14.

Otherwise, you did something wrong, and the magic hurt you – each Party member loses 2 Magic and 1 . Then, go to Verse 14.

17

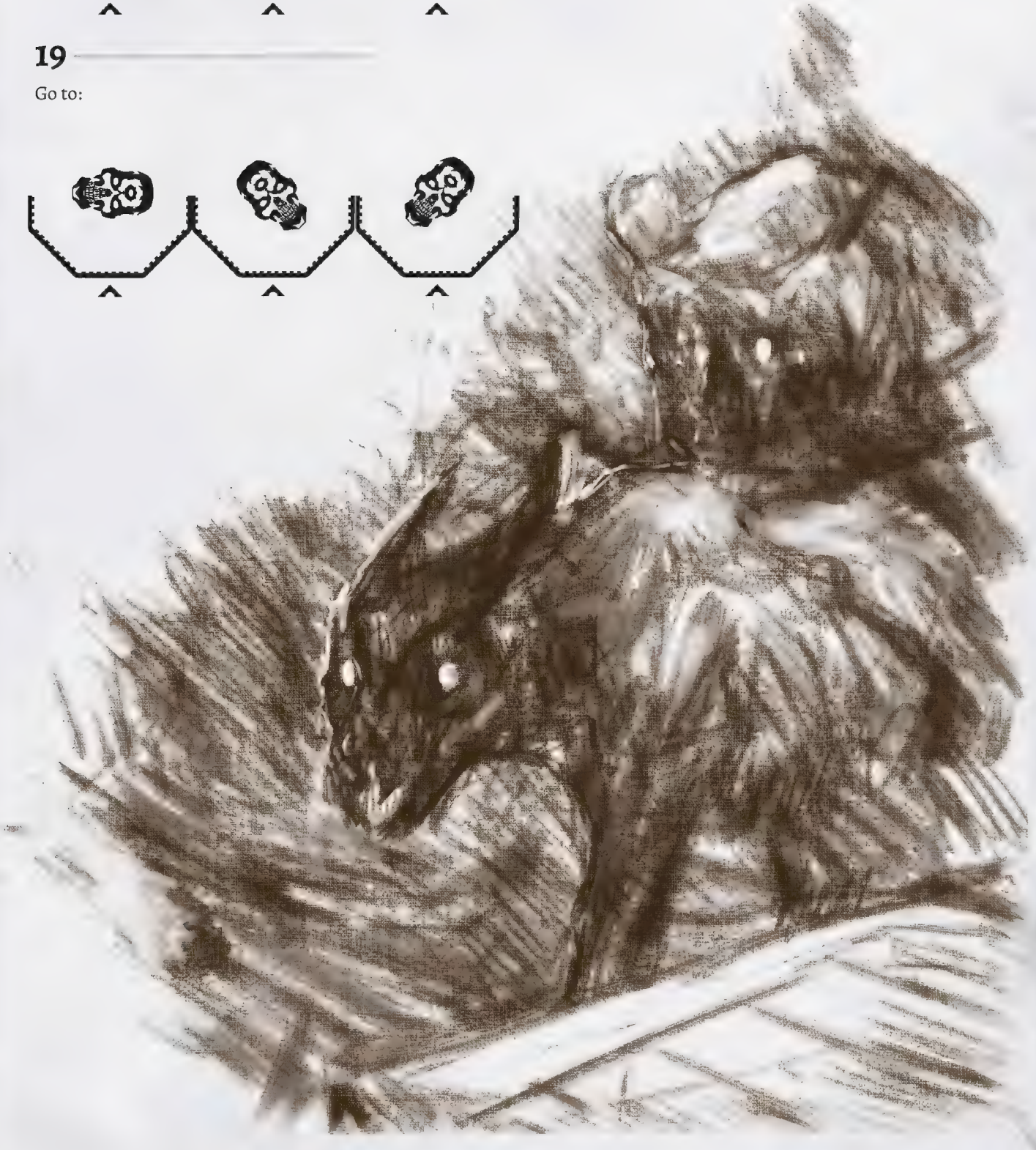
Go to:

18

Go to:

19

Go to:



261 Moonring

Ovoid stones float lazily above short trees in the center of a deserted stone circle. A large puddle of melted snow gathers beneath them, steaming as it alternates between freezing and thawing. You still can't believe you're responsible for this...

Animals still dwell here, indifferent to the newfound strangeness of this place, but hunters avoid this land now, letting you rest unperturbed.

- **Go to Still River** – go to Verse 1.
- **Enter the stone circle** (pay 1 per Party member) – go to Verse 6.
- **Hunt** (pay 1) – go to Verse 3.
- **Leave** – Exploration ends.

1

If Location **235**(**275**) is not attached to this card, pay 1 **Magic** (1 Character), 2 **Magic** (2-3 Characters), or 3 **Magic** (4 Characters) to attach Location **235**(**275**) to the right of Location **261**.

If Location **235**(**275**) is attached to this card, pay 1 per Party member to move all Party members to Location **235**(**275**). Then, Exploration ends.

If you can't or don't want to do this, go back to the start of this Location and make another choice.

3

You scout the forest and catch some small game. Unfortunately, your activity draws the attention of something bigger...

Roll a die and add your . You result was:

1-4 – gain 1 **Food**.

5-7 – gain 2 **Food**.

8+ – gain 3 **Food**.

Then, resolve a green Encounter. Exploration ends.

6

You rest under the floating rocks. Pleasant energy floods your body, making you feel as though you can do anything.

If there is no Time Token on this Location, place a Time Token on this Location and each Party member gains 2 **Magic**. Exploration ends.

Dream & Nightmare

You dream of foreign lands full of green plants, illuminated with hot and intense sunlight. The sights are strange, but also pleasant.

Each Character who has this Dream or Nightmare discards the Exposure Marker and loses 1.

262 Mouths of Tuathan

The first thing that draws your attention is a high wave blocking the way to the west – at least thirty feet tall, perpetually crumbling though it's frozen forever. When you manage to avert your eyes from this wonder, you examine your surroundings – you stand on a narrow strip of land between the walls of Tuathan and a cliff leading to the sea. A faint sound seems to come from beyond the cliff's edge.

- **Lean out to see the cliff face** – go to Verse 5.
- **Delve into the crevices of the Tuathan wall** (pay 1 per Party member) – go to Verse 4.
- **Leave** – Exploration ends.

2

Roll a die and add your or (whichever is higher). Check your final result:

1-6 – *Only a moment has passed, but you feel lost. You struggle to find a way out in panic.* Each Party member gains 2. Exploration ends.

7+ – You emerge in some cave... Go to Verse 8.

3

If you **have** 1 or less , you brush against the substance and it burns your skin – each Party member loses 1. Read on:

Crystals repel slimy veins – the niche is free of them. Inside, you find tiny mirrors and rusted elements of fragile machinery that crumble under the slightest touch. Torchlight reflects in the mirrors and focuses in many points in the cave. The yellow slime quickly moves away from these points.

If you **don't have** the **"Riches of the Past"** part **6** status, each Party member gains 1 Exp; gain the **"Riches of the Past"** part **6** status. Exploration ends.

4

The wind howls achingly in the bone-like structure of the wall. You hear barking and growling deeper inside.

- **Check the immediate surrounding of the entrance** – go to Verse 7.
- **Go deeper** (requires at least 2) – go to Verse 2.
- **Leave** – Exploration ends.

5

You lean over the cliff and see three faces carved in the stone, their eyes the size of a standing human. They stare piercingly back at you. "It's not comfortable to talk like that," the cliff rumbles. "There is a path leading down. Come closer, human."

- **Draw back and leave** – go back to the start of this Location and make another choice.
- **Go down** (requires all Characters, pay 1 per Party member) – go to Verse 11.

7

You navigate the interior, trying not to lose sight of the exit. You find frozen feces and scraps of fur and scales. Soon, you spot a mangled human body, its face and stomach torn out.

- **Inspect the dead body** – go to Verse 10.
- **Go deeper into the wall** (requires at least 2) – go to Verse 2.
- **Leave** – Exploration ends.

8

Slimy, yellow veins covering the floor and walls of the cave undulate slowly. You're careful not to step on them, worried by their strange smell. As you pass the veins, small feelers rise from them, grasping after you.

The cave is empty, excluding one empty niche surrounded by white-pink crystals.

- **Leave this place** – Exploration ends.
- **Try to reach the niche** – go to Verse 3.

10

The wounds are full of frozen, white maggots. Dried blood covers every surface. Despite the cold, the corpse reeks of decay. It once belonged to a traveler – rusted kettles and climbing equipment are among his ruined belongings.

Each Party member gains 1.

If you **don't have** the **"Riches of the Past"** part **5** status, you find golden trinkets in good condition – gain the **"Petty Trinkets"** Item (or 1 Wealth if it's not available) and the **"Riches of the Past"** part **5** status.

Then, go back to Verse 7.

11

You descend slippery steps carved into the cliffside and emerge onto the frozen sea. Stone sages look down on you from above. "Knowledge comes at a price, but today the order will be reversed," they say. Then, you hear faint rumbling could it be... laughter?

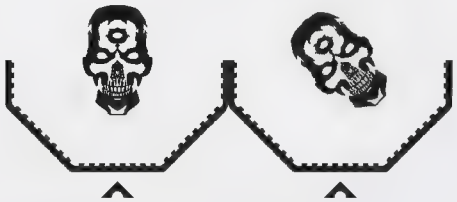
- **Ask about them** (pay 1 Exp per Character) – go to:

- **Ask where you can get the exemplar of the human laws** (only available in **Chapter 10**; pay 2 Wealth per Character) – go to:

- **Ask about the wyrdness and its origin** (pay 2 Food per Character) – go to:

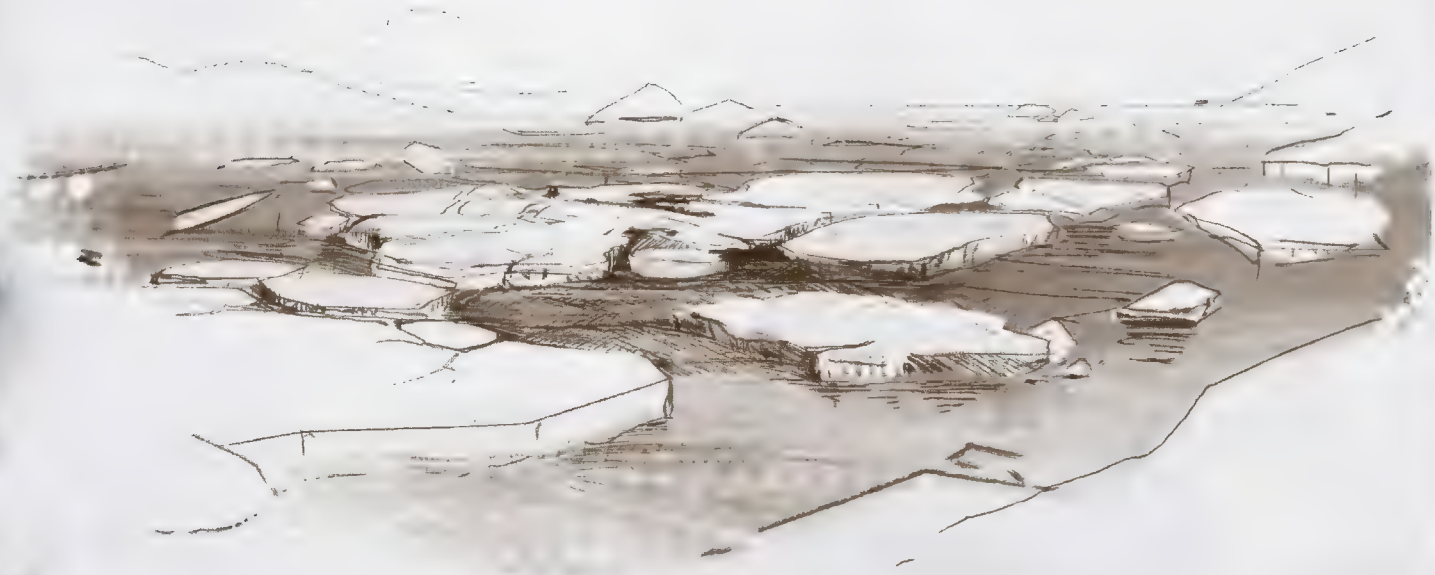
- **Ask about the current state of the island** (pay 2 Exp per Character) – go to:

- **Ask what you should do** (only available in **Chapter 10** and requires the **"Clues"** part **9** status; pay 1 Wealth per Character) – go to:



- **Ask them to help you with making a decision** (only available in **Chapter 13**: **Part 5**; pay 4 Magic per Character) – go to:

- **Climb back** – Exploration ends.



263 Devastation

The ground is rippled, and trees grow upside down, their roots burst open by frozen sap. An ice river meanders between unnatural hills and ends in a tiny hot spring, producing thick fog that mingles with wyrdness. The wyrdness is thick here, as if something pushes it from the south.

- **Explore the area** – go to Verse 3.
- **Rest by the hot spring** (pay 1 per Party member) – go to Verse 4.
- **Descend into the tunnels beneath the island** (requires all Characters; pay 3 per Party member) – go to Verse 1.
- **Leave** – Exploration ends.

1

You thought traversing these dark corridors would be less frightening. You were wrong.

Go to:

3

The strange landscape clinging to Tuathan's wall is fascinating, but you see nothing useful here.

If you **have** 3 or more , go to Verse 6.

Otherwise, Exploration ends.

4

Warm waters pull the cold from your body. You find a moment of respite and sweet oblivion.

Each Party member loses 2 Exposure. Exploration ends.

6

You notice patterns in the area trees grow in similarly shaped groves on similarly shaped hills, and even fissures form repetitive shapes. As you inspect the surroundings, it becomes obvious this landscape was crafted with some purpose in mind.

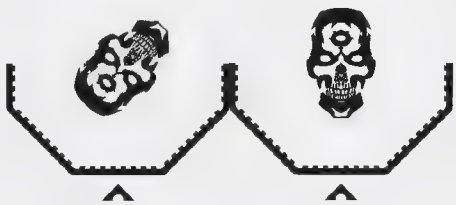
If you **have** 4 or more , go to Verse 11.

Otherwise, Exploration ends.

11

You devote time to studying the regularities. Together they form a larger picture in the shape of each of each smaller element, with minor differences. You have the notion these might be Fore-dweller runes, or some other esoteric way of recording information.

If there is a Fore-dweller model on this Location, go to:



Otherwise, Exploration ends.

264 Lonely Hill

A single hill rises from otherwise flat terrain, standing proudly between deep chasms and the high walls of Tuathan. Its slopes are free of wyrdness, which slides off them like snow, making this place a windy but safe spot to rest. You also notice a few tunnel entrances at the foot of the hill.

- **Explore the tunnels** – go to Verse 2.
- **Climb the hill** – go to Verse 3.
- **Leave** – Exploration ends.

1

Go to:

2

The tunnels channel through ice, rock, and frozen soil. They look like they might collapse at any moment.

- **Scout the entrance** – go to Verse 4.
- **Delve deeper** (pay 1 per Party member) – go to Verse 5.
- **Spend the entire day exploring the tunnels** (pay 4 per Party member) – go to Verse 1.

3

Climbing the hill isn't a challenge – it's not that steep, and there are many footholds. Soon, you stand atop it and look around. To the north, you see Tuathan's wall of bone-like stone – you still remember the strangeness you've encountered on the other side of it. To the south lie snowy plains marked with black symbols from which plumes of steam rise. A clear lake shimmers in the south-west, a strange wooden structure floating in its center.

Exploration ends.

4

You notice evidence of scavengers and signs of mining activity all around – broken containers and tools, burnt torches, and frozen food. On your way out, you come upon a half-buried entrance to a strange cave – rectangular, almost like the interior of a house. It seems it was spared scavengers, and valuables might remain.

If you **don't have** the **"Hidden Caches"** part **9** status, gain 3 Wealth and 1 non-Companion Item; gain the **"Hidden Caches"** part **9** status. Exploration ends.

5

The deeper you delve, the more these tunnels resemble the ruins of a city, buried beneath the hill. Someone made a mine of this mound, given that everything is picked clean with such diligence. Fortunately, the underground is so vast that there are still some valuables to be found.

Each Party member gains 2 Wealth. Exploration ends.

Dream

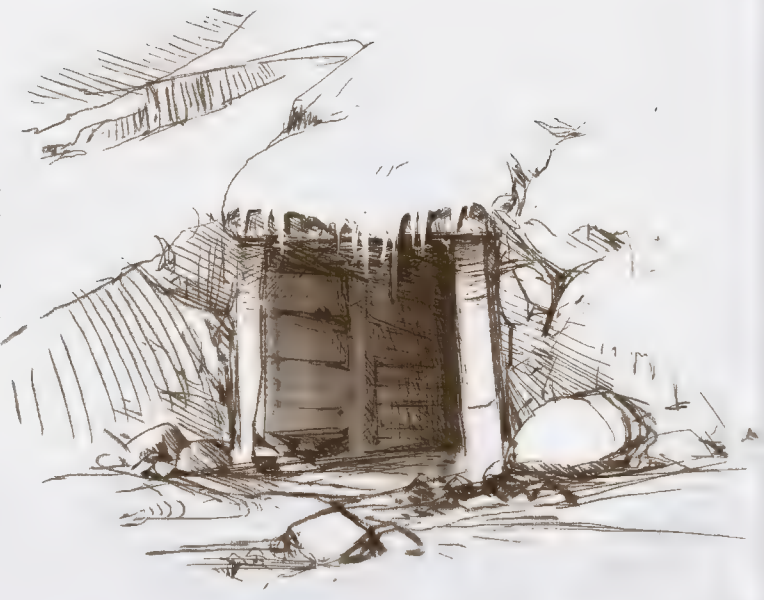
You dream of bright sun and lush green grassland. A group places a boulder in the ground alongside others and goes to fetch another rock. Then, it strikes you – the people stand as tall as the trees of the nearby forest.

Each Character who has this Dream gains 1.

Nightmare

You sit at the table with your family, enjoying mead and flatbread. The warmth of the fireplace is made even more pleasant by the raging storm outside. Then, you hear a thunderous noise, as if the whole island has broken in half. Your children look to you with terror in their eyes, and you nod, overflowing with sadness. Then, the world collapses, burying you.

Each Character who has this Nightmare loses 1.



265 Tranquil Lake

As you move forward, it grows warmer and warmer. First, the wet snow sticks to your boots, then white and violet flowers appear. Finally, at the edge of a lake, you spot green grass. The lake isn't frozen! It looks like an enormous bucket of melted snow or a tiny sea without the ice floats. Dilapidated huts stand by the shore something clearly destroyed the settlement. A giant construction made of wood and stone floats in the center of the lake.

- **Fish the lake** (pay 1) – go to Verse 3.
- **Swim toward the structure** (pay 1 per Party member) *There's a boat on the shore, but it doesn't look seaworthy.* Go to Verse 4.
- **Investigate the anomaly** (only available in **Chapter 15**, requires all Characters and the **"Decision"** part **3** status) – go to Verse 5.
- **Begin the hunt** (only available in **Chapter 15**; requires all Characters and the **"Decision"** part **2** status) – go to Verse 1.
- **Leave** – Exploration ends.

1

Go to:

2

You decide to swim toward it, anyway. This structure is definitely a nest, made mostly of wood, but there are also human and animal bones, stones, and other curios inside. You even see a grim pantry full of mangled corpses and a treasury with some magical trinkets.

Toss a Dial:

Grail *You notice black wings far away you snatch some of the trinkets and swim back to the shore.* Each Party member gains 1 Magic. Exploration ends.

Skull *A black shadow obscures the sun...* Go to:

3

You've heard about fishing in the ocean, but never in a water like this. It appears to be an easy task, and soon your makeshift net is swarming with glistering creatures.

Gain 2 Food. Exploration ends.

4

If you're playing **Fyul**, go to Verse 7. Otherwise, read on:

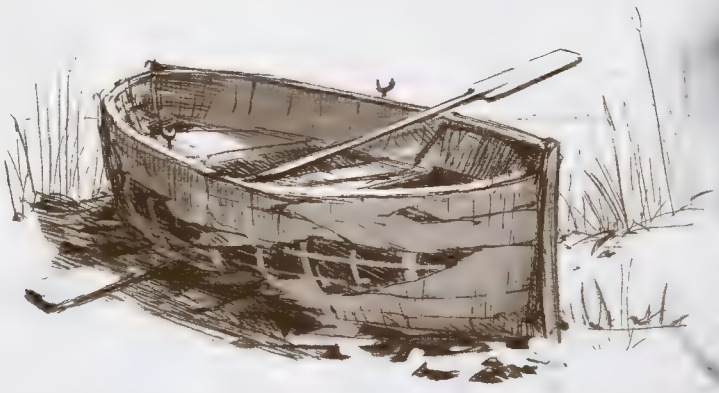
You row toward the structure, which appears to be a nest. You're sure the only creature that could build it is a Black Drifter. Maybe it would be safer to retreat?

- **Retreat** – Exploration ends.
- **Press on** – go to Verse 2.

5

The bright sun reveals something large in the water, beneath the structure in the middle of the lake. Unfortunately, the Black Drifter may appear at the moment of your utmost concentration. You must kill it before you can investigate the anomaly.

- **Begin the hunt** – go to Verse 1.
- **Leave for now** – go back to the start of this Location and make another choice.



7

As you approach the structure, your insides twist with pain, and something in your head screams with fear. The sunlight blinds you, the wind roars in your ears. You must go back!

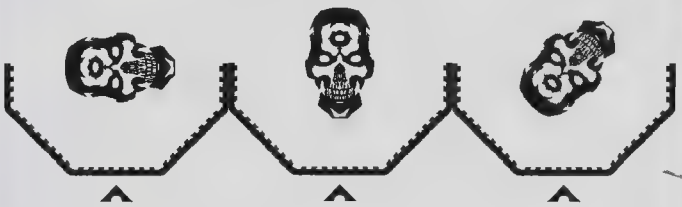
If **Fyul** has 4 or more , go to Verse 2. Otherwise, **Fyul** gains 1, and Exploration ends.

Dream & Nightmare

Toss a Dial:

- **Skull** – go to:

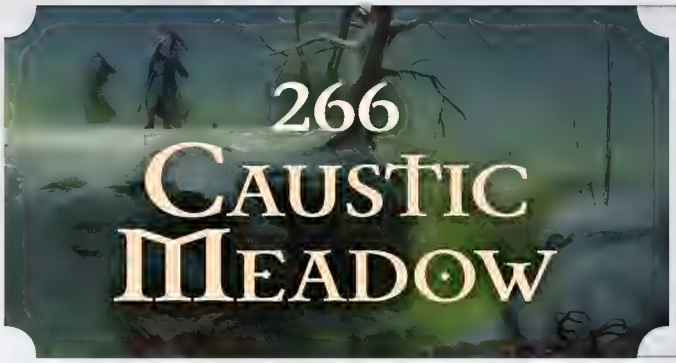
- **Grail** – If **Fyul** reads this Dream or Nightmare, go to:



Other Characters read on:

The warmth, pleasant smells, and calm atmosphere allow you to rest better than ever.

Each Character who reads this Dream or Nightmare discards the Exposure Marker, gains 2, and loses 2.



266 Caustic Meadow

Trenches brimming with black sludge taint the meadow's purity. Snow melts with a loud hiss as it touches the liquid you shudder each time you hear it. A lone, worn menhir stands between the ditches, bearing marks of frequent Black Drifter visits. The creature must nest nearby, most likely to the west, where you saw its shadow recently.

If there is a Fore-dweller model or Time Token on this Location, go to Verse 11.

Otherwise, go to Verse 17.

1

The man says he saw them. And if that's all that remains of humanity, then everything's lost.

Go back to Verse 6 and make another choice.

2

You've heard legends about the symbols on these plains – that Merlin made them for the gods to read from above. It may be absurd, but maybe this man followed the glyphs?

Go back to Verse 6 and make another choice.

3

You say farewell and walk away.

If there is a Time Token on this Location, the man keeps looking at you, but does nothing – Exploration ends.

Otherwise, he stops you and asks about your purpose. You answer that you're trying to help the island – go to Verse 5.

4

A clay bottle seems sufficient for this task. But you must be careful not to hurt yourself.

Gain the **"Witches' Bile"** Item (or 1 Magic if it's not available). If you **don't have** at least 3 or , each Party member loses 2 .

Exploration ends.

5

The man looks at you again, more carefully. He notices your equipment, scars, and exhaustion.

If you **have** the **"Allfather's Blessing"** status, go to Verse 10.

Otherwise, go to Verse 8.

6

The figure, a man, stands much taller than you thought – when you approach, it appears you barely reach the height of his arm. He boasts a long beard the same color as the ram fur he wears. Despite his impressive stature, he seems confused and lost. He inquires where all the people are. He says he came here, as he was asked, but he seems to be a little late. He's found no one, only several pathetic villages.

Gain the **"Friends"** part **5** status.

If you **have** at least 4 or the **"Clues"** part **5** status, you may go to Verse 2. Otherwise, choose one:

- **Tell him about towns to the east** – go to Verse 1.
- **Ask who he is** – go to Verse 9.
- **Explain that humanity is dying** – go to Verse 7.
- **Tell him you're trying to save Avalon** – go to Verse 5.
- **Bid him farewell** – go to Verse 3.

7

He has noticed it already. He asks whether humanity will find a way to stop dying? Will it regrow?

Go back to Verse 6 and make another choice.

8

He murmurs to himself that maybe you do need his help. Then he asks if you truly deserve it.

- **You're sure that it is he who needs your help** – go to Verse 12.
- **You deserve his help** – go to Verse 13.
- **You don't need his help** – go to Verse 14.

9

He is outraged that you don't know him. "I'm Cisonus, the patron of the path, revels, and courage! The mightiest of adventurers, the defender of humanity. If you don't remember me, then perhaps this island doesn't deserve my attention."

Place a Time Token on this Location. Go back to Verse 6 and make another choice.

10

"You have a patron, I see. I don't know him, but I won't interfere with him. Be safe on your path," says the man. He leaves as if he has forgotten about you already.

Exploration ends.

11

- **Gather the corrosive substance** – go to Verse 4.
- **Talk to the tall figure** (only if you don't have the **"Friends"** part **5** status) *You haven't noticed him before. He looks lost.* Go to Verse 6.
- **Admire the menhir** – go to Verse 16.
- **Leave** – Exploration ends.

12

If you **have** 2 or less , the man feels insulted and leaves you without a word – Exploration ends. Otherwise, read on:

"A true spirit of an adventurer," says the man. "But don't push it too far."

Go to:

13

If you **have** 8 or more Rep, go to:

Otherwise, the man shakes his head and leaves you without a word – Exploration ends.

14

If you **have** 2 or less , the man laughs and leaves you without a word – Exploration ends. Otherwise, read on:

"Spoken like a true hero! I like it. But remember you're only human."

Go to:

15

A black shadow looms on the western horizon, rising up from a nearby lake.

Go to:

16

You step over countless caustic streams and finally approach the menhir. It looks weathered and sad, but still stands as the only guardian of this place.

- **Leave** – go back to Verse 11.
- **Start carving** (only available in **Chapter 14** and requires all Characters) – go to:

17

Roll a die and add +4 if there is an Active Menhir in this Location. Subtract the value of your .

Check your final result:

1-5 – go to Verse 11.

6+ – place a Time Token on this Location and go to Verse 15.

Dream & Nightmare

Before you fall asleep, you think of others. These white wastelands, stretching wide under a bleak sky, remind you of the loneliness lurking in every corner of this desolate island. In the middle of the night, human voices wake you. Malformed silhouettes born of your wishes, snow, and wyrdness surround you, demanding your attention.

All Characters who have this Dream resolve one blue Encounter, as a Party.

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 1 , 1 , and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **7** (-1 per Character).

If there aren't enough models left, take one from another Location of your choice.

267 Horn of South

Churning waves crash against the cliff, breaking the ice crust lining the shore. Two rocks protrude from this frigid hell – a single tower stands guard atop one of them, while ruins adorn the other. Anyone wishing to visit any of these rocks must cross the sea, using a single rope swinging several feet above the waters.

- **Cross the water using the rope** – *It doesn't look safe.* Go to Verse 5.
- **Leave** – Exploration ends.

1

You must cross the perilous sea again...

You may pay 1 per Party member – if you do, add 1 to the following roll. Roll a die and add your . Check your final result:

1-3 – *You don't want to cross this path twice. And you won't have to, because you lose your footing and fall into the sea.* Go to Verse 2.

4+ – *Feeling solid ground under your feet, you breathe a sigh of relief. Now, you hate the wind even more.* Each Party member gains 1 Exposure. Exploration ends.

2

You manage to crawl onto solid land, but you can't feel your limbs or think straight. You're not sure you will survive.

Each Party member loses 1 , and gains 4 and 4 Exposure. Exploration ends.

3

The floor crunches unpleasantly under your feet – it's covered in frozen mud and fishbones. The tower is empty, save for a strange chair resembling a throne of some ominous ocean god – a corpse sits upon it, covered in seaweed, shells, and starfish.

If you **don't have** the **"Riches of the Past"** part **2** status, go to Verse 9.

Otherwise, there isn't anything of use. Go back to Verse 7.

4

Your strike is clean, piercing the place where the corpse should have its heart. It doesn't open its eyes; it doesn't give out a last breath. It just stops existing, as it should have a long time ago. You can almost feel the relief of the escaping soul.

Each Party member loses 1 for each point of their and gains 1 Exp. Go back to Verse 7.

5

You grab the rope with your hands and hook your feet around it. Slowly, you move toward the tower.

You may pay 1 per Party member – if you do, add 1 to the following roll. Roll a die and add your . Check your final result:

1-3 – *You are too afraid of falling. And, in the end, you plummet into the roaring, frigid sea.* Go to Verse 2.

4-7 – *The road is long, but safe, even though the wind freezes you to the bone.* Each Party member gains 3 Exposure. Go to Verse 7.

8+ – *You edge toward the tower with determination until, finally, you arrive at its base.* Each Party member gains 1 Exposure. Go to Verse 7.

7

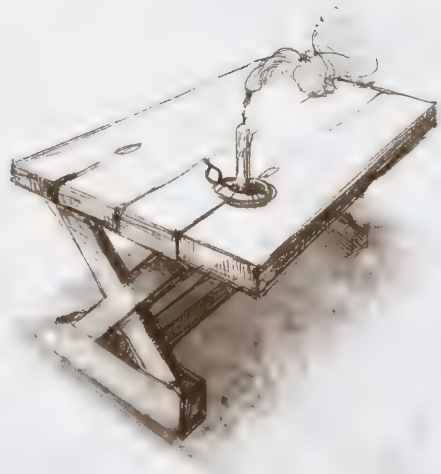
You stand at the feet of a tower reeking of decaying kelp, fish, and musty water. Where once stood a gate, now only a gaping hole and rusted hinges remain. The interior is dark and quiet, its silence disturbed only by the wind whistling between loose stones.

- **Enter the tower** – go to Verse 3.
- **Leave** – go to Verse 1.

8

You speak to the corpse, but it doesn't react.

If you **have** at least 3 or , go to Verse 10. Otherwise, you can't do anything to make it speak – go back to Verse 7.



9

The corpse raises its head and asks with a raspy voice: "Is it you, Arev? You, here, after all these years, son of an ox!" The corpse looks at you intently, though it has no eyes, only two dark hollows. A small crab resides in one.

The corpse extends its hand above a burnt-out candle, grabs a flint, and sprays the table with bright sparks. The face looks more resigned, and the corpse falls asleep, or at least stops moving. You notice a weapon leaning against the chair.

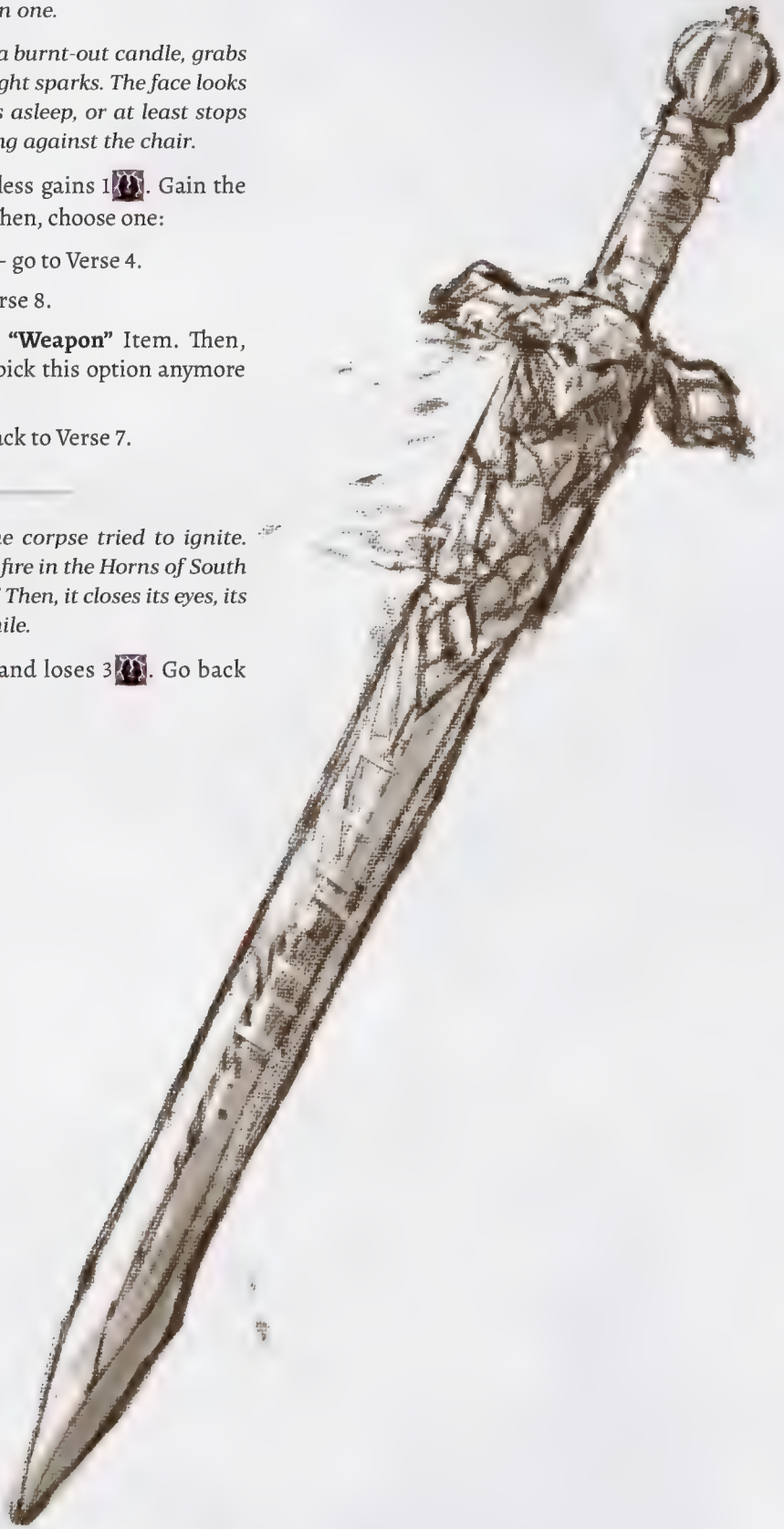
Each Party member with 1 or less gains 1 . Gain the **"Riches of the Past"** part **2** status. Then, choose one:

- **Kill the miserable creature** – go to Verse 4.
- **Try speaking to it** – go to Verse 8.
- **Take the weapon** – gain 1 **"Weapon"** Item. Then, choose again; you may not pick this option anymore during this Exploration.
- **Leave it to its misery** – go back to Verse 7.

10

You light the candle, the same the corpse tried to ignite. "Warm," the corpse says. "There is a fire in the Horns of South again. Whoever you are, thank you." Then, it closes its eyes, its face bearing a faint shadow of a smile.

Each Party member gains 2 Exp and loses 3 . Go back to Verse 7.



268 Bleeding Land

Oily waters flow lazily between tree husks surrounding the road leading east, where swords taller than mountains loom in the distance. The marsh doesn't freeze – strange considering the frigid air. You hear a far-off, dying wail.

- **Step off the path** – go to Verse 1.
- **Leave** – Exploration ends.

1

Black mud splashes under your feet, tugging at your boots.

- **Explore the dead woods** – go to Verse 4.
- **Wander into the heart of the bog** (only if you don't have the **"Gifts"** part **2** status; pay 1 per Party member) – go to Verse 7.
- **Leave** – Exploration ends.

2

You spot a four-eyed owl observing you from a high branch. It slowly turns its head upside down.

- **Approach the owl** – go to Verse 6.
- **Look around** – go to Verse 8.
- **Leave** – Exploration ends.

4

You delve between trees adorned with rusted chains. Many trunks have fallen and cracked open, revealing their disgusting secret – inside is not wood but thousands of maggot husks.

Roll a die and add your . Check your final result:

1-6 – *You didn't notice the predator before it jumps at you.* Resolve a purple Encounter. Then, Exploration ends.

7+ – *You hide, and the monster passes.* Go to Verse 2.

6

The owl takes wing from the branch, spraying drops of caustic liquid, and flies off. You want to go back but notice trails left by small animals. Maybe you can hunt here?

Each Party member with 1 or less loses 1. You may pay 1 to gain 2 Food. Then, Exploration ends.

7

You walk through the swamp, trying not to lose yourself in this twisted labyrinth. Choking fumes rise from the ground, and ominous sounds echo in the distance.

Roll a die and add your . Check your final result:

1-3 – *You fall into the black, oily water. It's freezing and disgusting.* Each Party member loses 1, gains 1, and gains 1 Exposure. Exploration ends.

4-7 – *Something breaks under your feet, so you jump back. It was only a branch. You end up in a puddle of oily substance.* Each Party member gains 1 and 1 Exposure. Go to Verse 9.

8+ – *The way is perilous, but you manage to get through unscathed.* Go to Verse 9.

8

The area is certainly interesting – with hollow trees and black, oily waters, but there is nothing relevant to your quest.

If you **have** at least 4 and don't have the **"Riches of the Past"** part **3** status, go to:

Otherwise, go back to Verse 2 and make another choice.

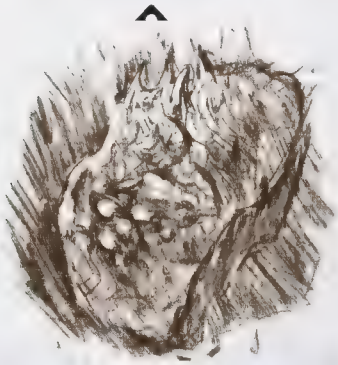
9

You find a place where a black, oily liquid flows out from the ground. You feel sick from its fumes, and see ethereal silhouettes of people butchering Fore-dwellers and hanging them on trees. Fore-dweller arms shatter, their armor covered in black blood. Then, the vision dissipates.

- **Summon the vision back** (requires at least 3) – go to Verse 10.
- **Purge this place** (requires the **"Allfather's Blessing"** status; pay 3 Magic) – go to Verse 11.
- **Run away from this place** – Exploration ends.

10

Go to:



11

Go to:

Dream

You don't remember your dream, but after waking, you feel the lancing pain in your arms, as if torn from your body.

Each Character who has this Dream loses 1 .

Nightmare

You wake by the fading campfire. You want to get up, but you can't move. You notice dark silhouettes out of the corner of your eye they gather around your camp and chant in a language you don't understand. Opalescent tendrils drift forward, and when they touch you, your body flares with agonizing pain. Then, you wake again, looking at the fading campfire. Your eyes and ears bleed.

Each Character who has this Dream loses 1 and gains 1 .

269 Iron Gate

The northern wind carries ominous whispers along with the smell of burned flesh, stirring unpleasant feelings. You approach a massive iron gate leading into a fortress or, as the legends say, a necropolis full of undead monsters. Other stories blame this place for every disease in Avalon, from simple colds to the formidable Red Death.

If you **have** part **7** and **don't have** part **8** of the **"Clues"** status, go to Verse 3. Otherwise, choose one:

- **Inspect the iron gate** – go to Verse 4.
- **Cross the frozen sea** (requires the **"Clues"** part **8** status) *The path to the north is now visible.* Go to Verse 6.
- **Leave** – Exploration ends.

2

You finally reach the top of the wall and discover that its other side is smooth and tilted to the inside, preventing anything from escaping. Countless monsters teem at its feet, shedding contaminated blood. You see many buildings, but they are all full of these beasts – you can't figure out how to enter this place without being torn to shreds. Reluctantly, you climb back down.

Exploration ends.

3

You notice a bloody trail on the snow, leading north through the frozen sea. It seems that whoever left it, has known how to cross the perilous field of floating ice. If you follow it, you should be able to traverse it too.

Gain the **"Clues"** part **8** status. Go back to the start of this Location and make another choice.

Hint: The path to the north is now open.

4

As you approach the iron gate, you notice that someone tried to break it from the outside without success. You can hear unsettling groans and bloodcurdling cries from beyond. Then, everything goes silent, only to burst into loud banging, as if dozens of beasts try to tear down the gate.

- **Climb the wall** (pay 1 per Party member) *Taking a peek at the other side wouldn't hurt.* Go to Verse 7.
- **Leave** – go back to the start of this Location and make another choice.

6

The blood still marks the ice and snow, showing you the safe path north.

If Location **215** is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2–3 Characters), or 3 Magic (4 Characters) to attach Location **215** to the upper edge of Location **269**.

If Location **215** is attached to this card, you may pay 1 per Party member to move all Party members to Location **215**. Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

7

The wall is tall and covered in ice...

Roll a die and add your . Add 2 if you have the **"Adventurer's Kit"** Item.

1-2 *You fall on the sharp rocks.* Each Party member loses 3 and 2 . Exploration ends.

3-6 *Climbing this wall is harder than expected.* Each Party member loses 1 . Go to Verse 2.

7+ *The wall is high, but you find some convenient handholds.* Go to Verse 2.

Dream

You're imprisoned in a tiny cell. Your skin itches, but you can't scratch it, as it flakes off with the slightest touch. Countless cracks in your flesh bleed intensely, yet you still live, supporting your pathetic body with magic. You're alone in your struggle – other patients have long died or transformed into horrible beasts, killing the last of the monks. So, you wait.

Each Character who has this Dream gains 1 .

Nightmare

You're the keeper of this place. You can't remember your previous life, only your name: Wyrmtoe. But this puny title isn't yours anymore – you're Dá Derga now, and your red servants await your orders. You can do whatever you want, but you don't have time for... fun. You must reach the continent, where the gods dwell, and raise your palace of blood there.

Each Character who has this Nightmare tosses a Dial:

Skull – the Character gains the Secret card **66**.

Grail – nothing happens.

270 Delusions

If you are in Location **115**, go to Verse 4.

If you are in Location **117**, go to Verse 1.

If you are in Location **119**, go to Verse 11.

If you are in Location **140**, go to Verse 8.

If you are in Location **142**, go to Verse 9.

If you are in Location **157**, go to Verse 13.

If you are in Location **190**, go to Verse 16.

1

If you **have** replaced Location **202** with **282**, go to Verse 7. Otherwise, go to Verse 12.

2

It seems you're not the only hunter here...

Gain 3 Food and toss a Dial:

Grail – resolve the **"Wyrdbear"** green Encounter (Difficulty 1 or 2).

Skull – resolve the **"Trapdoor Hunter"** green Encounter (Difficulty 2).

Then, Exploration ends.

3

The wind rises as you approach the shore. You close your eyes, sheltering them from sand and icy water. When you open them, a raging wave of spirits comes your way.

Resolve the **"Slaugh"** purple Encounter (Difficulty 4). You don't get any Reward or Loot from this Encounter. Then, Exploration ends.

4

These terraces don't look exactly like the steep cliffs you've seen north of Mangrove Huddle, but the resemblance is uncanny.

If you **have** replaced Location **203** with **283**, go to Verse 19. Otherwise, go to Verse 6.

5

It's hard to find something useful – the area is vast, and you're not the first who wants to loot it.

Roll a die and add your . Check your final result:

1-4 – *You find nothing but some worthless clay vessels. Your boots are now sodden.* Exploration ends.

5+ – *Oisin was right! You find some magic-infused jewels.* Gain 2 Magic. Exploration ends.

6

A small shrine stands here, guarded by a man with a battle axe. You ready yourself, but he waves and asks if you want to hear about Allfather, the true religion of the Homelands.

- **Speak with the man** – go to Verse 25.
- **Explore nearby caves** – go to Verse 15.
- **Leave** – Exploration ends.

7

A town surrounded by a high wall sits in the center of the sea of tents. To the north, you see a path leading up the hill. Vagabonds from the camp stare at you with unpleasant eyes, and the town itself is closed to visitors. It's not a welcoming place.

If there is a Quest Token on this Location, go to Verse 30. Otherwise, read on:

Place a Quest Token on this Location. Resolve the **"Confiscation"** blue Encounter (Difficulty 3). You can't Avoid this Encounter. If you fail, people will take your food and provide it to their starving folks. If you win, people praise you as a strong-willed hero. Then, go to Verse 30.

8

A damp meadow unfolds between an ocean, cliffs, and devastated area in the west. It's full of wooden ruins that, according to Oisin's words, hide the magic of the past. Also, local forests abound with game.

- **Hunt** – go to Verse 2.
- **Look for relics** – go to Verse 5.
- **Leave** – Exploration ends.

9

You wonder how city this big can fit on such a narrow highland. And you miss the cold – in this warm weather, the stench coming from the confined streets is unbearable.

If there is a Quest Token on this Location, go to Verse 14. Otherwise, go to Verse 28.

10

You leave some money in a clay pot held by a young boy and enter the shrine. Everything lies in disarray – dust hangs in the air, workers knock out holes in the walls, painters sketch future frescos. An acolyte leads you to a place where you can pray in relative peace.

Each Party member loses 2. Exploration ends.

11

An enormous tree looms over the troubled sea. It's the same one overlooking Mangrove Huddle, but there is no settlement under its protective roots. It also looks much healthier – its leaves are lush green, and the runes glow brighter than you remember.

Each Party member may pay 2 to rest by the tree – if they do, they lose 1. Then, Exploration ends.

12

It is a corpse of a farmhold – cracked walls, unstable ground riddled with crevices, and a shattered menhir. You have a feeling that something dwells in the soil under your feet. Oisin has told you that you shouldn't linger here – a monstrous beast frequents this place.

- **Ignore the warnings and explore this area** – go to Verse 20.
- **Quickly go past this area** – Exploration ends.

13

The beach is a place of both beauty and horror – waves shimmer in the autumn light, forcing you to squint your eyes, while the sand is full of bones and corpses washed ashore, shrouded with ominous mist. The stench of rotting kelp permeates the air.

- **Admire the view** – go to Verse 17.
- **Search the shore** – go to Verse 3.
- **Leave this unsettling place** – Exploration ends.

14

You navigate busy streets with difficulty.

- **Visit the market square** – go to Verse 24.
- **Find a healer** – go to Verse 21.
- **Leave** – Exploration ends.

15

Allfather's priests established a small asylum for paupers and travelers. You're welcomed with open arms and offered food and accommodation.

If you **don't have** the **"Darkness"** part **5** status, you may accept their invitation – go to Verse 18.

Otherwise, Exploration ends.

16

If you **have** the **"Legacy"** part **8** status, go to Verse 23. If you **have** the **"Legacy"** part **9** status, go to 27. Otherwise, go to 29.

17

It's hard to admire this cemetery, despite its beauty. Additionally, you start hearing discordant music played by the wind on the bones. Your muscles tense up. Visions of death grip your imagination.

Each Party member gains 1. Exploration ends.

18

The meal was filling, and now priests tend your wounds.

Gain the **"Darkness"** part **5** status. Each Party member gains 1 Food and 2. Then, Exploration ends.

19

A small Allmother shrine is surrounded with scaffolding. Dozens of white-clad acolytes carry orders and water between workers. Several guards stand near the entrance to the caves.

- **Visit the temple** (pay 1 Wealth per Party member) – *They want a donation for the roof repairs.* Go to Verse 10.
- **Speak with the guards** – go to Verse 22.
- **Leave** – Exploration ends.

20

You scout the terrain when the ground beneath you suddenly collapses, accompanied by a deafening roar. You try to jump away and escape, but then something emerges from the soil, tossing you away like a rag doll. Everything goes dark.

You regain consciousness a little later, with pain in your chest and countless scratches. There is a large hole, at least as wide as the tree in the Mangrove Huddle, several paces from you.

Each Party member loses 6 reduced by their and . Exploration ends.

21

A local healer is beleaguered – an unending queue of patients snakes through narrow alleys.

- **Wait for your turn** (pay 2 and 1 Wealth per Party member) – go to Verse 26.
- **Use your charm** (requires at least 3 , pay 1 Wealth per Party member) – go to Verse 26.
- **Leave** – *You don't have time for this!* Go back to Verse 9 and make another choice.

22

Guards tell you that heretics and bandits are kept there, and no one can enter. They are fed, of course, but remain too dangerous to be let free.

Go back to Verse 19 and make another choice.

23

You pass the castle gates under the piercing gaze of two wardens. Their primitive leather armor and simple spears don't match the grandeur of this fortress. The next sight is also unusual – instead of noble people, knights, or servants, you see an unorganized camp of smallfolk. There are also some well-maintained statues, depicting unknown heroes – looking at them brings strange warmth to your heart. Oisin thanks for your aid and goes toward the archive, where he has something to do, as he says.

Go to:

24

The market square is impressive, and you can acquire a plethora of items there. But be careful – there are also many fraudsters looking for easy prey.

- **Sell food** – pay 2 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy equipment** (only if there is no Time Token on this Location) – place a Time Token on this Location. Draw top 2 Item cards. You can buy any number of them for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of non-Craftable Item cards and gain 2 Wealth for each of them. Then, make another choice.
- **Leave the square** – Exploration ends.

25

The man tells you that Allmother's cult is a religion made up single-handedly by Morgaine who wanted to take control over the Round Table and the entire Avalon. According to him, before Morgaine's manipulations, the prime deity was always the Allfather. The man and his comrades found tomes describing this true religion that date back to the Homelands. And he will be preaching it, with peace and rightfulness, helping those in need, showing that priests and faith should be for people, not the other way around.

Go back to Verse 6.

26

The healer doesn't look concerned with your ailments, gives you a small flask, and pushes you out the door. You drink, hoping it will help. It doesn't, but you feel invigorated.

Each Party member gains 1 . Exploration ends.

27

Two knights stop you at the gate, but when they spot Oisin, they let you through. Then, Oisin thanks for your help and tells you that he must visit the archive in haste. Before he departs, he asks some servants to entertain you.

Go to:

28

A woman in a simple tunic pulls you away. She explains that she was once an influential noble, but the vile schemes of her enemies cost her everything. She begs you to help her and promises she will return the favor soon – you just have to trust her and wait. When you think about her words, a group of youngsters surrounds you, asking about your weapons and tugging at your clothes. When you drive them away, you notice the woman also disappeared, along with one of your bags.

Place a Quest Token on this Location. A Party member with the lowest (in case of a tie use the highest Character Number) loses all Food and all Wealth. If there is only 1 Character in play, they lose half of their Food and Wealth rounded up instead. Then, go to Verse 14.

29

The castle is dilapidated – the gate hangs on one hinge, the walls are rubble, and the lone guard, looking like another permanent element of the fortress, is old and wears a dented breastplate. He looks at you lazily and lets you in. There are some ragged "knights" skirmishing with axes and shields, and one groom tending an overfed horse. You have a feeling that this place will look like your Kamelot in not so many years. Oisin interrupts your grim observation, and thanks you for your help. Then he departs, explaining that he must go to the archive.

Go to:

30

The camp huddled under the town walls bustles with energy and anger. Your appearance pushed them to do something about their pathetic situation, and they yell that if they aren't allowed into First Farmhold, they will take this place by force.

- **Buy makeshift items** – draw 2 Craftable Item cards. You can buy any number of them for 2 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell food** – pay 1 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Leave the village** – Exploration ends.

Dream & Nightmare

You look through eight eyes at your sleeping body curled beneath the wall of Kamelot's underground archive. A thin layer of dust covers your face, your clothes, your hair. Everything is still, nothing interrupts the disturbing tranquility. Are you dead?

Each Character who reads this Dream or Nightmare gains 1 .

Menhir

You can't Activate a Menhir in this Location.

270

271 Sanctum

The temple is awe-inspiring, rising to the sky and surrounded by stoic priests, their snow-white robes contrasting with the lush vegetation. The sun scorches you with its light, adding almost pleasant discomfort to the scene. You don't like this place – it's not of your world, and you're not a part of this story.

- **Enter the sanctum** – go to Verse 7.
- **Speak with priests** (only if you don't have the Secret card **1** or **8**) – go to Verse 4.
- **Show your inflamed wounds to a priest** (requires the Secret card **66**) – go to Verse 11.
- **Concoct a plan to steal the exemplar** (only if you **have** the **"Friends"** part **7** status and **don't have** the Secret card **1** or **8**) – go to Verse 10.
- **Leave** – Exploration ends.

1

"May the Allmother bless you! You have the luck of visiting the first Allmother temple across all times and places," an old priestess says. You ask what it means, but she doesn't elaborate – she just keeps looking at you with a kind, warm smile.

Gain the **"Strangeness"** part **2** status.

Exploration ends.

4

If you **have** the **"Gifts"** part **4** status, go to Verse 6.

If you **have** the **"Friends"** part **7** status, go to Verse 8.

Otherwise, go to Verse 1.

6

A priest and priestess welcome you warmly – they know your purpose here and will help you in any way possible. They lead you into the magnificent temple. You can't help but stare at the colorful stained glass, high, ribbed vault, golden ornaments, and vivid frescos. You enter a smaller room with a single pedestal inside, with a goblet on it. It radiates with glory so imposing you don't know if you should cry or kneel. The priests kindly pretend they haven't noticed your reaction – they take the cup. They place it in your hands, warm and glowing.

"Do not be afraid to hold it. You are unable to taint it, and it will find its way back home, once it's no longer needed," the priestess says, and they both bid you farewell.

Gain the Secret card **1**. Discard the Active Quest Pile. Find and resolve the **Chapter 12**: **Part 3** Event card. Exploration ends.

7

A guard clad in shiny armor and snow-white surcoat stops you. He says you cannot enter without priests' consent.

Go back to the start of this Location and make another choice.

8

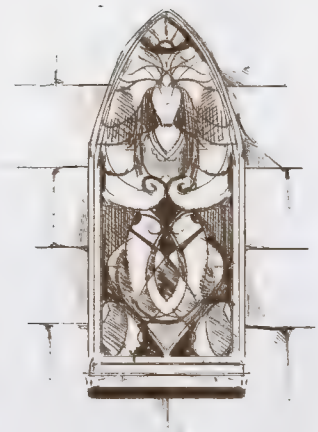
You feel judging gazes on your back as you approach the gate. Two young men and an older priestess block your way. "I have to ask you to leave," says the woman. "I don't know about your intentions, but I can feel the evil lurking near you. I cannot let it taint the sanctity of this temple."

Exploration ends.

10

You look around and discover that the temple's only entrance is the main gate watched by a guard. He doesn't even look at incoming priests and lets them in without a word, though. If you manage to get white robes, you could sneak in without any problem.

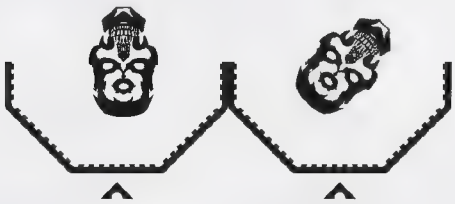
- **Leave** – go back to the start of this Location and make another choice.
- **Assault a lone priest and steal his robe** – go to:



11

The man to whom you show your wounds is visibly scared by them. He leads you to a room with a sparkling fountain and asks you to stay there. You are left unsupervised, as you wait for "powerful priestesses" – only they can do something about your ailment.

- **Wait for priestesses** – go to Verse 12.
- **Slip away and try to steal the exemplar** (only if you don't have the Secret card **1** or **8**, AND have the **"Friends"** part **7** status) – go to:



12

Go to:

Dream & Nightmare

You wander around the temple. The cathedral looks increasingly like a tree – stained glass turns into hollows; towers branch off the main building. Soon, you circle the giant tree growing in Mangrove Huddle, but the entrance to the temple is still visible in its thick trunk.

Gain the **"Strangeness"** part **3** status.

A pleasant smell of fruits and pastry fills the air. Merry music echoes from within the castle with walls blindingly white, rising from a clear lake. Everything feels so serene... you could stare for hours and soak up the sights, but the temperature makes you sweat, and the vibrant colors unnerve.

- **Return to Avalon** – go to Verse 4.
- **Enter the castle** – go to Verse 1.
- **Explore the castle's surroundings** – go to Verse 7.
- **Meet the old man** (requires the **"Friends"** part **7** status and the Secret card **1**) – go to Verse 6.
- **Leave** – Exploration ends.

1

If you **have** the **"Friends"** part **7** status, go to Verse 10. Otherwise, go to Verse 2.

2

You cross the bridge and the gate breathes cool, fragrant air in your face. Before you know it, you find yourself inside the magnificent castle.

- **Visit the king** – go to Verse 5.
- **Speak with servants** – go to Verse 8.
- **Leave** – Exploration ends.

3

Fisher King, as you name him in your mind, looks away and tells you that there is a relic in the temple beyond the splendorous fields to the east. "This relic – I desired it once, so much so that I was ready to do anything to have it. But there was a grim lesson I was yet to learn. Some things can only be claimed by those who do not seek them..."

The king goes silent for a while, and then continues:

"I decided to move the cup from the castle, for – despite all its beauty – its sight pained me greatly," the king says. "Go to the temple and take it. It will be reborn here anyway, made whole by the memories of countless worlds that help it exist. Take it and do whatever you want in your world. I'm not a part of it, not anymore."

Gain the **"Gifts"** part **4** status. Go back to Verse 5.

4

You wander the forest, but after a while, you inevitably end up near the glorious, shimmering lake. Even if you try going in a straight line, you eventually return to the castle.

Gain the **"Strangeness"** part **6** status.

Each Party member loses 2. Exploration ends.

5

A middle-aged man in livery leads you through the throne room and long corridors to the small door in the castle wall. You emerge at the hidden shore where a man in simple clothes sits with a fishing rod in his hands. He looks at you with anticipation.

If you **have** the **"Friends"** part **7** status, his stare is intimidating – each Party member gains 1. Then, read on:

"Do you have it? Have you learned the question?" the king finally says.

He notices your confusion, smiles warmly, and says:

"I apologize. I see you came here with different purpose. What is it you seek?"

- **Leave the king in peace** – Exploration ends.
- **Ask him about the exemplar of the human reality** (only if you don't have the **"Gifts"** part **4** status) – go to Verse 3.
- **Ask him about the secret of this place** (only if you don't have the Secret card **91**) – go to:

6

Go to:

7

The castle's surroundings are plain, but something happens to the east, where sounds of battle and revelry emanate. The lake, the forest on its edges, and meadows look more like a poetic idea rather than a real place – the atmosphere is peaceful, but also filled with ominous tension, a fear of beyond. Just like lands of legends and myths, where every forest hides treasures and monsters, and where every rock has a meaning and a mystery behind it. You feel awful when you look at the perfection surrounding you – you're from the opposite of this realm; a land of flaws, distorted by wyrdness. You don't like this place.

Gain the **"Strangeness"** part **5** status.

Exploration ends.

8

Servants are eager to answer questions related to the castle, but they don't know anything else. It seems that they don't even have the basic knowledge about this strange, summer world.

Gain the **"Strangeness"** part **4** status.

Go back to Verse 2.

10

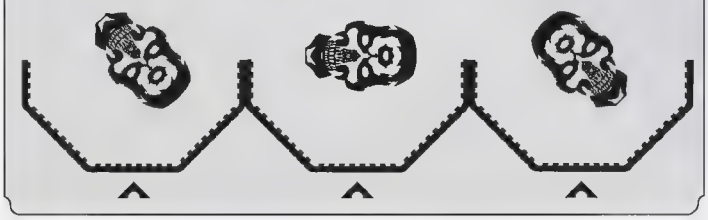
Knights at the gate tell you that you didn't have to escape – the king had decided to free you. But now he is angry.

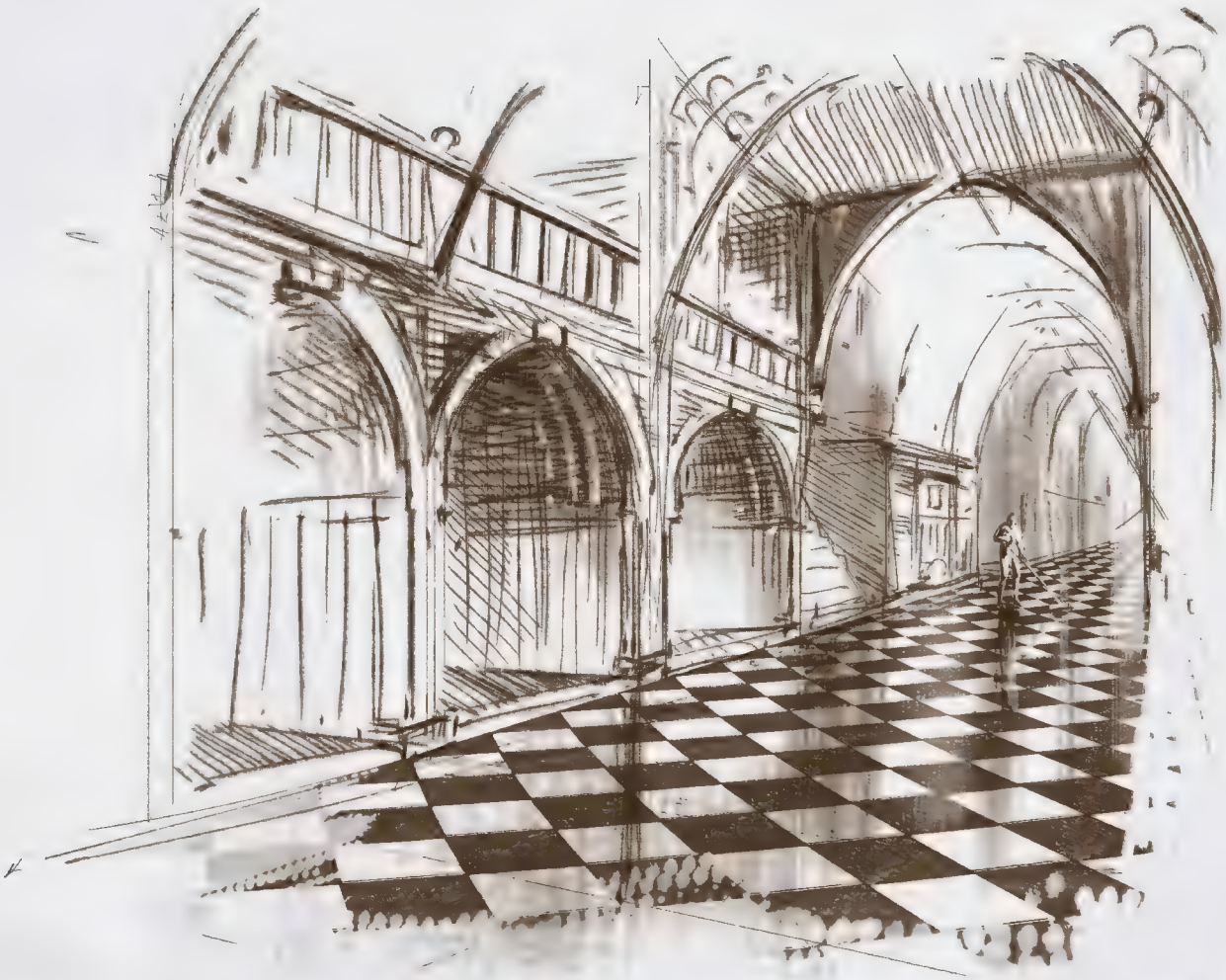
Go to Verse 2.

Dream & Nightmare

When the night comes, you lie on the lush green grass, drenched in sweat. It's too warm and humid. Falling asleep here will be a challenge. You try to relax and look at the sky. It's... wrong. The stars that you know are gone. Shieldmaidens are gone. The Walrus and its Prey are gone. Even the reddish Cauldron. This place is not your world. Could the key to repairing Avalon lie so far from Avalon?

If you're playing **Chapter 12**: **Part 3** and if you **have** at least 4 parts of the **"Strangeness"** status, go to:





273
Eye of the Void

Dried blood blemishes the menhir standing in the circle of ice claws, which rise like a maw about to clamp shut. Runes etch the surface of these claws, all bloodied. The portal to the nothingness is larger than before it swallowed the building, and is starting to devour the next one. But it flickers, as if it might disappear at any moment. For now, this is not a safe place.

If there is a Fore-dweller model or Time Token on this Location, go to Verse 1.

Otherwise, go to Verse 5.

1

Choose one:

- **Approach the menhir** – go to Verse 3.
- **Search through the ruins** *Because of the portal, this can be dangerous.* Go to Verse 7.
- **Leave the deserted village** – Exploration ends.

2

Frigid air flows from the portal like a swift river. Your hands tremble, your body shivers. You move as cautious as you can, but you accidentally hit the wall. The building collapses. Wounded and freezing, you crawl from the rubble.

Each Party member loses 2 and gains 1 Exposure. Exploration ends.

3

Tainted by the madman's blood, the menhir looks terrifying a harbinger of humanity's end.

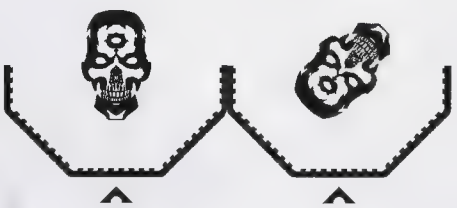
- **Focus on something else** – go back to Verse 1.
- **Start carving** (only available in **Chapter 14** and requires all Characters) – go to:

4

Roll a die and add your . Check your final result:

1-7 – go to Verse 2.

8+ – go to:



5

Roll a die and add +3 if there is an Active Menhir in this Location. Subtract the value of your . Then, check your final result:

1-5 – go to Verse 1.

6+ – place a Time Token on this Location and go to Verse 10.

7

There's not much here. When the menhirs started working again, people from Mangrove Huddle became braver and scavenged everything from this place. The only place that may still hold anything worth taking is the half-devoured building near the portal. It looks dangerous.

- **Search it anyway** (pay 2 per Party member) – go to Verse 4.
- **Leave** – go back to Verse 1.

10

"When you see black wings, put out your light and hide in the darkness," goes the saying. It hints at a truth.

Go to:

Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (**11**).

Pay 3 and 2 Magic (per Character): put a new Menhir model on this Location and set its Dial to **8** (-1 per Character).

If there aren't enough models left, take one from another Location of your choice.

274 Splendor

Dozens of knights duel in tiltyards, while mages show off their magic, ogled by well-dressed spectators. The sky bursts with blazes of bright spells, and the laughter and cheers deafen you. Before you know it, you are a part of this loud crowd.

- **Challenge a knight** – go to Verse 3.
- **Push through the crowd** – go to Verse 6.
- **Watch the tournament** – go to Verse 2.
- **Challenge a mage** (pay 1 Magic per Party member) – go to Verse 8.

1

You leave, exhausted and full of contempt. Your pride will hurt for a while.

Each Party member loses 1 and gains 1.

2

The tournament is addictive, and the day passes in no time. But you don't regret spending time here – it was a wonderful experience that would be impossible to find in the frozen Avalon.

Each Party member gains 1 Exp and loses all . Exploration ends.

3

The knight, perfect in every way, looks at you with disdain. "You're filled with darkness so deep that even my sword is not able to cleanse it. I won't fight you – you would only taint my weapon."

- **Persuade him to fight** (requires at least 3 or 4) – go to Verse 10.
- **Leave in shame** – go to Verse 1.

6

Every step forward is a struggle with so many people around, and so much ruckus. Everyone tries to be kind and to let you through, but still, navigating the crowd takes a long, long time.

Each Party member loses 2. Exploration ends.

8

You approach the sorceress whose spell shimmered in the sky a moment ago. She greets you with a broad smile and accepts your challenge. Your most powerful rituals and spells look like cantrips compared to her miracles. But she doesn't disdain you – she tells you that you have the potential, but need more training.

Each Party member loses 1. Exploration ends.

10

You convince the knight that it's not evil, but strangeness – you're from a land so far away it's no wonder you're different. He apologizes for his prejudice and agrees to fight you. It's a one-sided duel – he makes no mistakes; his movements are precise and speak of a lifetime spend under a watchful eye of the best teachers. After his victory, he congratulates you on your courage and effort, and asks you to accept a gift for his earlier, unacceptable behavior.

If you **don't have** the **"Gifts"** part **5** status, gain 1 Wealth and the **"Gifts"** part **5** status; each Party member gains 1 Exp. Exploration ends.

Dream & Nightmare

The night falls, and everyone leaves the tournament site. Where are they going? They were so many people here they won't fit into the castle or the temple, and you didn't see any other buildings nearby. You fall asleep, troubled by these thoughts.

Gain the **"Strangeness"** part **1** status.

275 Cracked River

You move past loose ice shards on your way to the Still River. As you approach, you find the surface cracked, as if something heavy fell on it or something tried to escape from below. Whatever happened, it flung the shattered ice, damaging trees and collapsing the ruined cottage. Only the strange structure stands unharmed.

- **Check the menhir** – go to Verse 3.
- **Go to the west** – go to Verse 6.
- **Pass the southern forest** – go to Verse 7.
- **Visit the strange ice structure** (pay 1 per Party member) – go to Verse 2.
- **Leave** – Exploration ends.

2

The structure is ominous, as it has always been. It still is made of spirals similar to shapes that travelers sometimes find imprinted on large boulders in northern hills and caverns.

Each Party member gains 1 Magic and 1 . Exploration ends.

3

You carefully step onto the ice, avoiding the largest fractures, and move toward the place where the menhir was submerged. The closer you are, the more destruction you see it looks like the menhir was the epicenter of this incident. The ice lost its transparency, but as you look through it, you can discern the menhir's outline it stands cracked and broken. You don't feel even the slightest trace of its magic.

Each Party member gains 1 . Go back to the start of this Location and make another choice.

6

The mist was dispersed, probably by the same event that fractured the ice river. Going west isn't a problem anymore.

If Location **241** (**261**) is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters), or 3 Magic (4 Characters) to attach Location **241** (**261**) to the left of Location **275**.

If Location **241** (**261**) is attached to this card, you may pay 1 per Party member to move all Party members to Location **241** (**261**). Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

7

You delve into the impassable forest. However, finding the route shown to you by the ironclad warrior proves easy, and soon you stand on the other side of the root maze.

If Location **225** (or **276**, or **277**) is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters), or 3 Magic (4 Characters) to attach Location **225** (or **276**, or **277**) to the bottom of Location **275**.

If Location **225** (or **276**, or **277**) is attached to this card, you may pay 1 per Party member to move all Party members to Location **225** (or **276**, or **277**). Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

276 Glorious Tree

Nature sprouts, sticking shy stems out of the snow. Roots of the tree seem less dry. It's also warmer you shiver only when the wind blows, and the snow is wet and sticks to your boots. When you look up, you see a lush tree crown shimmering with gold. The tree lies just beyond a broken bridge.

- **Go north, toward the frozen river** – go to Verse 3.
- **Cross the damaged bridge** (pay 1 per Party member) *There is a magnificent tree on the other side.* Go to Verse 4.
- **Visit the marvelous site** (requires the **"Means of Survival"** part **5** status; pay 1 per Party member) – go to Verse 5.
- **Find a place you've seen from the tower** (only if you have the **"Mysteries and Visions"** part **5** and **don't have** the **"Means of Survival"** part **5** status; pay 1 per Party member) – go to Verse 6.
- **Leave** – Exploration ends.

3

Melting snow sticks to your boots as you walk through the flourishing forest.

If Location **235** (or **275**) is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters), or 3 Magic (4 Characters) to attach Location **235** (or **275**) to the top of Location **276**.

If Location **235** (or **275**) is attached to this card, you may pay 1 per Party member to move all Party members to Location **235** (or **275**). Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

4

You smell the tree long before you can see it a pleasant, sweet scent wafts toward you. Under the tree, blooming flowers surround a small grave, slowly engulfing the majestic, immovable spear stuck deep into the ground. Golden fruit hangs from sagging branches, inviting you to taste.

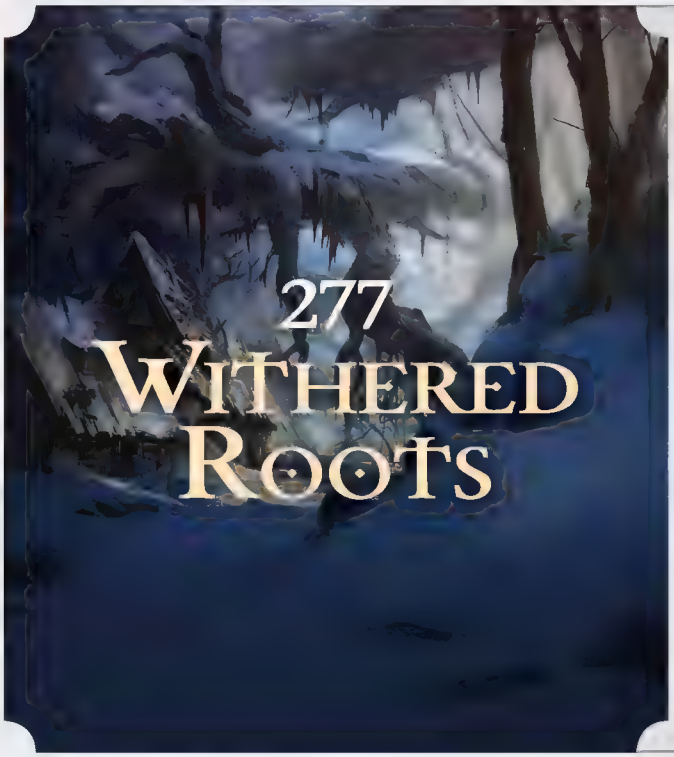
- **Leave** – go back to the start of this Location and make another choice.
- **Rest by the tree** – each Party member gains 2 and loses 2 . Exploration ends.
- **Eat a fruit** (pay 1 per Party member) – go to:

5

Go to:

6

Go to:



277 Withered Roots

Can it be the roots are more tangled than before? Many drip with disgusting sap, leaving greasy and pungent stains on your clothes. You feel something staring at you from every shadow, but you can't hear anything other than wind whistling between dried branches. You're not sure if this place has any chance of becoming a path to the north once again.

Each Party member gains 1 Exposure. Then, choose one:

- **Go north, toward the frozen river** – go to Verse 3.
- **Cross the damaged bridge** (pay 1 per Party member) – *The tree on the other side looks sick.* Go to Verse 4.
- **Visit the marvelous site** (requires the **"Means of Survival"** part **5** status; pay 1 per Party member) – go to Verse 5.
- **Find a place you've seen from the tower** (only if you **have** the **"Mysteries and Visions"** part **5** and **don't have** the **"Means of Survival"** part **5** status; pay 2 per Party member) – go to Verse 6.
- **Leave** – Exploration ends.

3

The yellowish, fetid liquid drips on your shoulders as you travel north.

If Location **235** (or **275**) is not attached to this card, you may pay 1 Magic (1 Character), 2 Magic (2-3 Characters), or 3 Magic (4 Characters) to attach Location **235** (or **275**) to the top of Location **277**.

If Location **235** (or **275**) is attached to this card, you may pay 1 per Party member to move all Party members to Location **235** (or **275**). Then, Exploration ends.

If you didn't do the above, go back to the start of this Location and make another choice.

4

The tree casts a deep shadow on the grave, rimmed with dried flowers. A spear impaled into the grave announces the triumph of something sinister. Tree branches sag under the weight of brown, slimy fruits oozing reeking juice.

- **Leave** – go back to the start of this Location and make another choice.
- **Eat a fruit** (pay 1 per Party member) – go to:

5

The hot spring stinks like rotten puffin eggs. You must warm up – despite the smell, you immerse yourself in the waters.

Each Party member discards the Exposure Marker and gains 1. Exploration ends.

6

You search the dark thicket and find that it hides a hot spring.

Each Party member gains 1. Gain the **"Means of Survival"** part **5** status. Go to Verse 5.

280 Forlorn Swords

The enormous swords dwarf even the mountains – one lies on its side, concealing a ruined building beneath its blade; the second lies broken in half; the third reaches to the sky, its pommel obscured by clouds. For a moment, you think these must be the swords of giants who yielded to Arthur, but they are simply too large. They also couldn't be made by humans. Is it a work of wyrdness?

- **Investigate the old ruin** – go to Verse 1.
- **Check the broken blade** – go to Verse 8.
- **Go on a hunt** (pay 1 per Party member) – go to Verse 3.
- **Leave** – Exploration ends.

1

You approach the ruins resembling a massive version of Mangrove Huddle's forge. Huge bellows, their leather bags long rotted away, wait near furnaces that haven't seen fire for ages. Most tools lie on workbenches in order, but rusted and decayed beyond repair. You note one empty spot, marked with dark, frozen blood – someone has taken one of the items. You follow the barely visible track and discover it leads east.

Gain the **"Clues"** part **7** status. Exploration ends.

Hint: You should travel east to progress your quest.

2

You search the place – closer inspection reveals the extent of the incomprehensible catastrophe. It appears an entire settlement perished in a moment. It's terrible, but you can't do anything about it – you're here for loot. It seems there might be some things worth your attention.

Each Party member gains 1 Wealth and 1 . If you **don't have** the **"Riches of the Past"** part **4** status, gain 1 non-Companion Item, then gain the **"Riches of the Past"** part **4** status. Exploration ends.

3

Mountains abound with animals.

Roll a die and add your . Check your final result:

1-3 – *You catch a small fox, but something much larger attacks you.* Gain 1 Food. Draw 2 green Encounters and resolve one with the higher value.

4-7 – *You find a nest of delicious eggs. But a mountain predator looking for an easy meal comes upon the nest at the same time.* Gain 2 Food. Resolve a green Encounter.

8+ – *You find a family of puffins on a cliff. You catch some before they take flight.* Gain 2 Food. Resolve the **"Glacial Puffin"** green Encounter (Difficulty 1).

Then, Exploration ends.

8

Ropes, thick as your forearm, entwine the giant sword handle. The dangling lines lead to the valley where you find crushed wooden houses, furniture, and dozens of frozen corpses, all entangled in the ropes.

- **Search the ruins** (pay 1 per Party member) – go to Verse 2.
- **Leave** – Exploration ends.

282 Round Farmhold

A town-sized rotunda with stone walls and a dome covered in black sand stands watch over a meadow north of the Mangrove Huddle. This farmhold stands isolated from the outside world to gain entrance, you must prove yourself a merchant or person of great renown. Even then, the guards must hoist you up to the gate in the dome at the top of the wall.

- **Gain access to the city** – go to Verse 2.
- **Leave** – Exploration ends.

1

One scene in particular attracts your attention. The founders of the city stand around the lake with a wooden house in the center. They perform a ritual of some sort. In the next scene, the water is clear, and many people rest by its shore.

Each Party member loses 1. Exploration ends.

2

You approach the high wall from where a guard shouts: "Halt!" You see she holds a bow at the ready with an arrow nocked. She declares none enter the city without good reason.

- **You look trustworthy** (requires 6 Rep or at least 3) – go to Verse 5.
- **You have goods to trade** (pay 1 Food per Party member) *You also have a gift for the guard.* Go to Verse 5.
- **Otherwise, they turn you away** – Exploration ends.

3

The tavern, run by a retired storyteller, is small and comfortable. You relish the subtle aroma of birch wine as you sit near an ornamental fireplace. After the drink, you warm yourself in a fragrant sauna.

Each Party member discards the Exposure Marker, gains 1, and loses 1. Then, each Party member Passes for the rest of the Day. Exploration ends.

4

Each shop is distinct no one offers the same goods. Their owners have two apprentices each, to ensure their knowledge and skill pass to the next generation.

- **Haggle for better prices** (pay 6 Rep reduced by 1 for each point of your ; in a Party use only the maximum value) – go to Verse 10.
- **Rent a workstation** (pay 1 Wealth and 3) – draw 2 random Craftable Items and pick one. Shuffle the rest back into the deck. Then, make another choice.
- **Buy equipment** – draw 2 Item cards. You can buy any number for 4 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each. Then, make another choice.
- **Go somewhere else** – go to Verse 5.

5

The city is full of convoluted laws and customs following old traditions and the Allfather's commandments. One's social status regulates access to the warmth, but no one can explain how exactly to gain (or lose) this status. Taverns brim with alcohol, but no food. At least they have a nice artisan district.

- **Visit a tavern** (pay 2 Wealth per Party member, this will end your day) – go to Verse 3.
- **Pay for the entry to the underground** (pay 1 Wealth per Party member) – go to Verse 9.
- **Enter the artisan district** – go to Verse 4.
- **Leave the city** – Exploration ends.

8

Tradition does not bind you, so you don't take the strange laws of these people for granted. Instead, you find a way to twist them to your benefit.

- **Rent a workstation** (pay 3) – draw 3 random Craftable Items and pick one. Shuffle the rest back into the deck. Then, make another choice.
- **Buy equipment** – draw 3 Item cards. You can buy any number for 4 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 2 Wealth for each. Then, make another choice.
- **Go somewhere else** – go to Verse 5.

9

The underground is impressive vast caves filled with enormous wyrm bones, and walls decorated with frescoes depicting the founders of the city and their combat with the beast. Some paintings show a great battle with the rebels first trying to breach the walls and, failing that, to burn the city.

If you **have** the **"Legacy"** part **1** status, go to Verse 1.

Otherwise, Exploration ends.

10

When you mention a discount, the merchant immediately calls a guard who approaches and explains that you are breaking the law all prices are regulated by decrees.

Resolve the **"Convoluted Laws"** blue Encounter (Difficulty 1). You don't get any Reward and don't apply any Failure in this Encounter.

If you win, go to Verse 8. Otherwise, Exploration ends.

283 Desolate Temple

A small cottage sits on the cliff in the shade of a great temple bearing symbols of the Allmother. Even with the Allfather's religion rooting out any sign of older faith, this still stands. As you look south, a scenic vista unfolds: woods, glimmering snow, and beyond them ocean. You turn west, looking at a steep slope too dangerous to descend, and wonder about the path that once led down toward Twisted Pathways.

- **Go inside the temple** – go to Verse 1.
- **Observe the lands to the west** – go to Verse 6.
- **Visit the cottage** (only if you don't have the **"Wilderness Encounters"** part **7** status) – go to Verse 3.
- **Leave** – Exploration ends.

1

You enter the grand temple and find only destruction. Tall Allmother statues lie toppled, tar smears paintings, and fragments of furniture litter the floor. Allfather's inquisition has been here.

- **Search the ruins** – go to Verse 5.
- **Pray to the Allfather** *You feel his powerful presence.* Go to Verse 9.
- **Pray to the Allmother** – go to Verse 7.
- **Exit** – Exploration ends.

3

Go to:

5

You walk between the devastated statues...

Roll a die and add your . Check your final result:

1-6 *You find only rubble here. The pillagers must have taken everything.* Exploration ends.

7+ – go to:

6

A lonely spire rises from the bottom of the basin to the west. An ancient forest of massive, twisted roots covers the eastern edge of the valley. You can't see anything beyond the spire a perpetual storm rages there. You also see a meadow with a ruined village and a menhir at its center, and woods frosted with ice.

If you're playing **Fyul**, **have** the **"Fallen Wyrdhunters"** part **1** status, and **don't have** the **"Fallen Wyrdhunters"** part **2** status, go to:

Otherwise, go back to the start of this Location and make another choice.

7

You close your eyes, muttering old prayers. You feel a calming presence, as if nothing terrible happened here.

If you **have** the **"Allfather's Blessing"** status, your head suddenly bursts with pain – each Party member gains 1 and Exploration ends.

Otherwise, the prayer soothes your nerves – each Party member loses 1 and Exploration ends.

9

You find a secluded corner sheltered from the Allmother's stone eyes.

If you **have** the **"Saved by the Goddess"** status, you can't remember any prayers and you feel an overwhelming drowsiness – each Party member loses 1 and Exploration ends.

Otherwise, you feel an omnipotent presence – if you **don't have** the **"Allfather Blessing"** status, gain this status and each Character gains 3 Exp; Exploration ends.

284 Dread Brochs

If you are playing **Chapters 1-5**, go to Verse 1. Otherwise, read on:

You watch the traveler stalking through your land. While you stare at their radiant soul, they gaze upon your mighty tendrils against the dark sky sharply contrasting the icy wasteland. The balance is long gone, the wyrdness dispersed – you can no longer use it to shape reality, forcing you to rely on your fallible minions.

- **The traveler goes toward your brochs** – go to Verse 4.
- **The traveler looks upon your might and flees** – Exploration ends.

1

Go to:

2

What an insult! You throw this ungrateful mongrel to the frozen ground.

Each Party member loses 1 . Exploration ends.

3

You speak into the traveler's open mind. Their primal fear pushes them to flee, but they can't stop listening. Once yours, always yours. But you don't want to imprison them. You communicate that you recognize them. You thank the traveler for their help in the past and ask for a new favor.

Each Party member gains 1 . Choose one:

- **The traveler accepts your acknowledgment** (only if you don't have the **"Horrors"** part **6** status, requires all Characters) – go to Verse 9.
- **The traveler wants to hear your request** (only if you don't have the **"Missions"** part **4** status) – go to Verse 8.
- **The traveler demands compensation for their help** (only if you **have** the **"Keeper"** part **2** status and **don't have** the **"Keeper"** part **3** status) – go to Verse 6.
- **The traveler leaves** – Exploration ends.

4

You send cultists to the traveler, your ethereal tendrils tapping into their minds. Many mouths speaking with the same voice dumbfound the traveler. You leverage this moment of confusion, trying to make a more direct contact.

If you **have** 2 or more , go to Verse 7.

Otherwise, choose one:

- **The traveler lets your whispers into their mind** – each Party member gains 1 . Go to Verse 7.
- **The traveler is disturbed and leaves** – Exploration ends.

5

You dismember yourself, ripping free a portion of your will – it burns your very essence as you force it into the traveler's mind.

Gain the **"Missions"** part **4** status.

Choose Party member with at least 3 or 3 . This Character gains Secret card **97**.

Exploration ends.

New Task: Go to Tuathan. Keeper of Secrets will tell you what to do next.

6

Humans... they always want more. You don't need the traveler anymore, and, what's more, you're focused on exploring Tuathan. But you keep your word. Cultists bring armfuls of gold and artifacts. Let the traveler experience your generosity!

Gain 6 Wealth, 10 Magic, and the **"Keeper"** part **3** status. Each Party member gains 1 Exp. Exploration ends.

7

At last, the traveler understands you. Your mouths lure them to one of your priests with a promise of warmth and knowledge. Finally, your mouths reach the priest – a man with a shaggy beard and unkempt hair – who greets the traveler with strange sound: "Czaaary," and presents your will.

- **The traveler offers their sanity in exchange for warmth** – each Party member gains 1 and loses 2 **Exposure**. Then, choose again; you may not pick this option anymore during this Exploration.
- **The traveler offers their power in exchange for mere gold** – pay 2 **Magic** for 1 **Wealth** (any number of times). Then, make another choice.
- **The traveler offers their blood in exchange for carrion** – pay 2 for 1 **Food** (any number of times). Then, make another choice.
- **The traveler wishes to speak to you directly** – go to Verse 3.
- **The traveler leaves** – Exploration ends.

8

You need a vessel to carry a fragment of your soul to Tuathan. You've spent enough time in these prisons at the edge of the world. You desire to return to your cradle, a place wrongly taken from you. You know it's empty, waiting to be seeded. All you need is a creature strong enough to bear your presence and take you there – the traveler.

- **The traveler accepts your mission** (requires at least 3 or 3) – go to Verse 5.
- **The traveler refuses** – go to Verse 2.

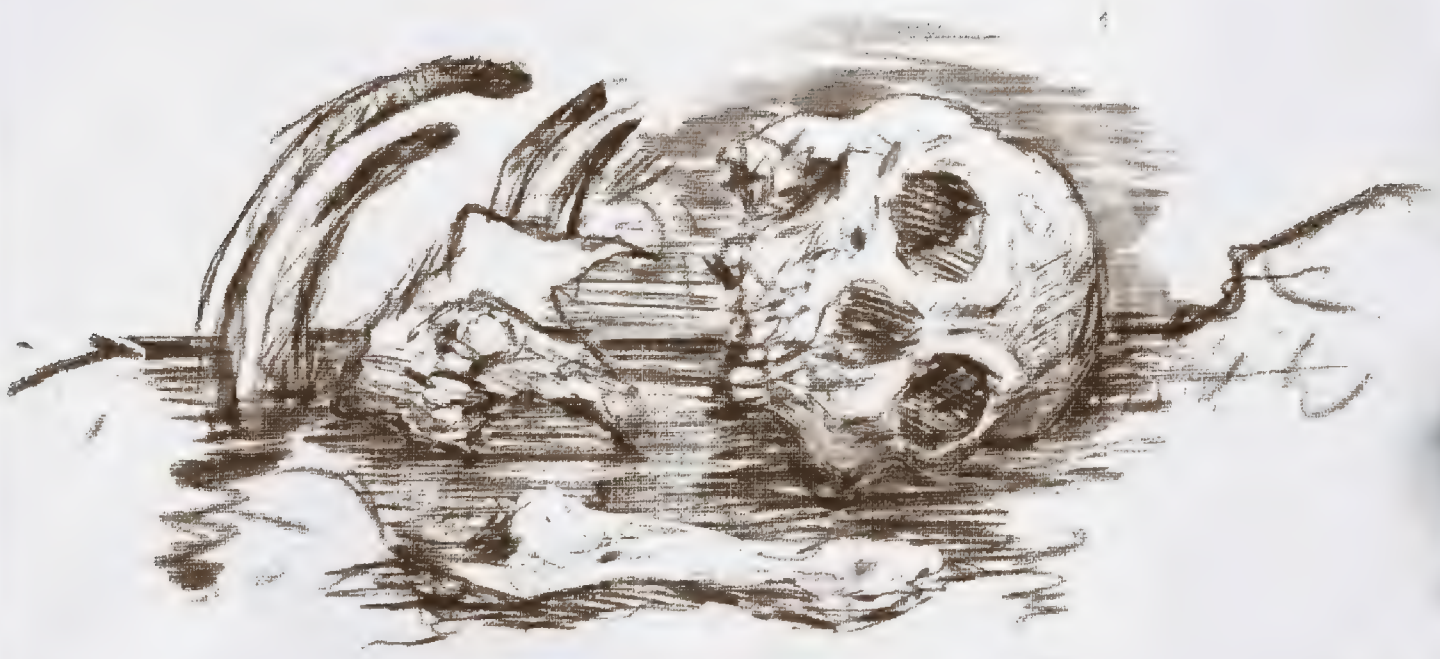
9

Go to:

Dream & Nightmare

You dream of your youth, thousands of years ago, when you prowled the Fore-dweller libraries. Free and full of curiosity, you greedily devoured your first secrets, and sometimes even four-armed scholars, as you tried to communicate with them. The taste... it brings so many childhood memories!

Each Character who has this Dream or Nightmare gains 1.



If you **have** the **"Time"** status, go to Verse 15. Otherwise, read on:

Three menhirs guarded by armed soldiers stand side by side before Kamelot's walls. It looks like four once stood here, but something ripped one from the ground. The castle itself appears run-down, with bastions and wall sections crumbling and toppled from the cliff. Nearby stands a grove, also overlooked by one warden.

If you're playing **Chapter 6**: **Part 1** or **Part 2**, go to Verse 3.

If you're playing **Chapter 8**: **Part 1**, go to Verse 13.

Otherwise, choose one:

- **Speak with the gate guards** – go to Verse 1.
- **Approach menhirs** – go to Verse 2.
- **Hunt in the forest** (pay 1 and 1 Wealth) – *You need to pay for a privilege of hunting in these woods.* Go to Verse 4.
- **Go into the cellars** (requires the **"Clues"** part **4** status) – go to Verse 6.
- **Descend into the tunnels beneath the island** (only available in **Chapters 10-15** and requires all Characters; pay 3 per Party member) – go to Verse 14.
- **Leave** – Exploration ends.

1

Your appearance causes a ruckus – everyone is surprised to see someone approaching the gates in these dangerous times. The only guests frequenting this place are the Allfather's inquisitors, roving mad folk, or wyrdspawn – as only they travel through thickening wyrdness.

If you **have** the **"Legacy"** part **9** status, go to Verse 5. Otherwise, go to Verse 7.

2

Guards block your way and order you to step back. This is sacred ground! Besides, a black-winged beast often visits these statues, so it's unsafe to linger. One guard points you toward the castle gate.

You may meditate for a moment between the menhirs – each Party member gains 1 Exposure and 1 Magic. Then, go back to the start of this Location and make another choice.

3

Go to:

4

Few people dwell in Kamelot, hence the forest brimming with game.

Roll a die and add your . Check your final result:

1-4 – gain 1 Food.

5-7 – gain 2 Food.

8+ – gain 3 Food.

Then, resolve a green Encounter. Exploration ends.

5

The plaza is well kept and the castle seems to be in order. There are few residents, but the relative peace and order make Kamelot a good place to live. You hear that the sole ruler is Morgaine, and she will be glad to speak with you. Also, some craftsmen would like to sell you their crafts for food. They don't get many visitors here.

- **Pay Morgaine a visit** – go to Verse 10.
- **Browse the wares** – go to Verse 9.
- **Leave the castle** – Exploration ends.

6

If you are playing **Chapter 6**, go to:

Otherwise, go to:

7

Coughing and shivering people fill the plaza. They look to you with hope and excitement that contrasts their otherwise poor appearance. Guards tell you you should avoid the red district, as it's under quarantine. You also learn that the ruler of this place is Morgaine, but even her smallest decisions must be approved by the Free People Council.

- **Pay Morgaine a visit** – go to Verse 10.
- **Leave the castle** – Exploration ends.

8

Morgaine is sorry, but she can't help you – the knowledge you're looking for is long forgotten. It is said to be hidden somewhere beneath Kamelot, but even if the rumors are true, no one can enter the tunnels – most of them have collapsed, and others are sealed with powerful magic. If you want to inspect them regardless, you have her consent. But don't expect much.

When asked about the menhirs surrounding the castle, she reveals they still have a sliver of power, but only because soldiers protect them from the Black Drifter, the flying monster that feeds on their magic.

Gain the **"Clues"** part **4** status. Exploration ends.

9

Kamelot's artisans mostly make tools – nails, candles, arrowheads. But each also hawks antiques and relics of the past for a bargain price. In the past, when storytellers and travelers visited Kamelot, they had more customers...

- **Haggle for better prices** (pay 5 Rep reduced by 1 for each point of your) – go to Verse 11.
- **Sell food** – pay 2 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy equipment** – draw the top 2 Item cards. You can buy any number for 4 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each. Then, make another choice.
- **Leave the market** – Exploration ends.

10

Morgaine is a young, raven-haired woman – you didn't expect that of a thousand-year-old witch. She greets you warmly and offers a cup of some herbal infusion. In the pleasant atmosphere, she asks about news from the wide world, and for the account of your journeys.

- **Inquire about Menhir Rites** – go to Verse 8.
- **Ask about Morgaine** – go to Verse 12.
- **Leave** – Exploration ends.

11

It looks like they want to sell you their wares at a better price.

- **Sell food** – pay 1 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy equipment** – draw the top 2 Item cards. You can buy any number for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 2 Wealth for each. Then, make another choice.
- **Leave the market** – Exploration ends.

12

She tells you the short and dull story of her life – she was raised and trained as an heir to the previous Morgaine. She assumed power of Kamelot, diminished as it is, and has had little to do since. She tried to pay wandering storytellers to come here more often, when they were still traversing the wyrdness-covered lands, but they didn't want to waste their time here. And yes – despite the legends, "Morgaine" is just a title, and not the name of an immortal, omnipotent witch.

Go back to Verse 10 and make another choice.

13

Go to:

14

Go to:

15

Remove Location **285** from the game and replace it with Location **295**. Then, Explore this new Location for free.

Menhir

Guards won't let you anywhere near the menhirs they are too precious for you to tamper with.

If you're playing **Chapter 3**, go to Verse 10.

If you're playing **Chapter 5**, go to Verse 3.

Otherwise, read on:

Guards shiver in the cold, almost hugging the campfire. They greet and allow you inside, and the gate closes, preventing warm air from escaping. Oil lamps light corridors full of people who stop to exchange friendly words with you. You wander, feeling anxious in the cramped space with the continuous sound of hissing and clattering.

- **Visit a market** – go to Verse 2.
- **Look around the Colony** – go to Verse 5.
- **Ask about the device** (requires 6 Rep) – *It glints temptingly atop the colony.* Go to Verse 1.
- **Ask about the plants** (only available if you're playing **Dagan** and you **don't have** the **"Needed Supplies"** part **2** status) – go to Verse 6.
- **Prepare to free the knight** (only available in **Chapter 4**) – go to Verse 4.
- **Leave** – Exploration ends.

1

You climb to the top of Colony, under the watchful eye of one of the guards. There is a strange device there, full of glass shards, tiny metal wires, and tubes. The guard explains that it is used for observing distant places, and shows you how to use it. Dense mists obscure the south, but you can look at the ruined city on the island to the west as if it's right before your eyes. However, there's nothing unusual there.

Go back to the start of this Location and make another choice.

2

Merchants show their wares in many corridors near the Colony's entrance. Unfortunately, the selection of goods leaves much to be desired.

- **Sell food** – pay 2 Food to gain 1 Wealth (any number of times). Then, make another choice.
- **Buy equipment** – draw top 3 Item cards. You can buy any number for 5 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sleep in heated room** (pay 3 Wealth per Party member) – go to Verse 7.
- **Leave the market** – Exploration ends.

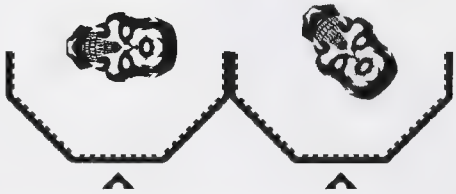
3

If you **have** the **"Liberation"** part **7** status, you rest for a while in unfrequented corridors discovered in a vision in White Fog – gain 1 and Exploration ends.

Otherwise, go to:

4

Go to:



5

Wide pipes run through each corridor they're warm to the touch, and you hear water flowing through them. Everything is simple but efficient, including the people rushing past you with armfuls of tools and papers. There is nothing more to see here.

Go back to the start of this Location and make another choice.

6

Go to:

7

You rest in a warm cell, along with two scouts who recently came back from their mission. They grumble about their exhausting work, saying it's not surprising that the wandering storytellers don't want to traverse the thickening wyrdness. But, with the Allfather's help, it will be better soon.

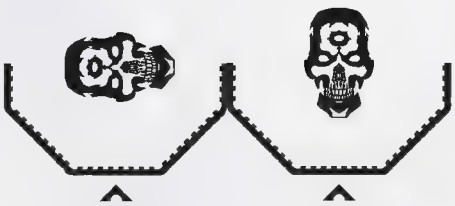
Each Party member gains 3, loses 1, discards the Exposure Marker and Passes for the rest of the day. Exploration ends.

8

Go to:

9

Go to:



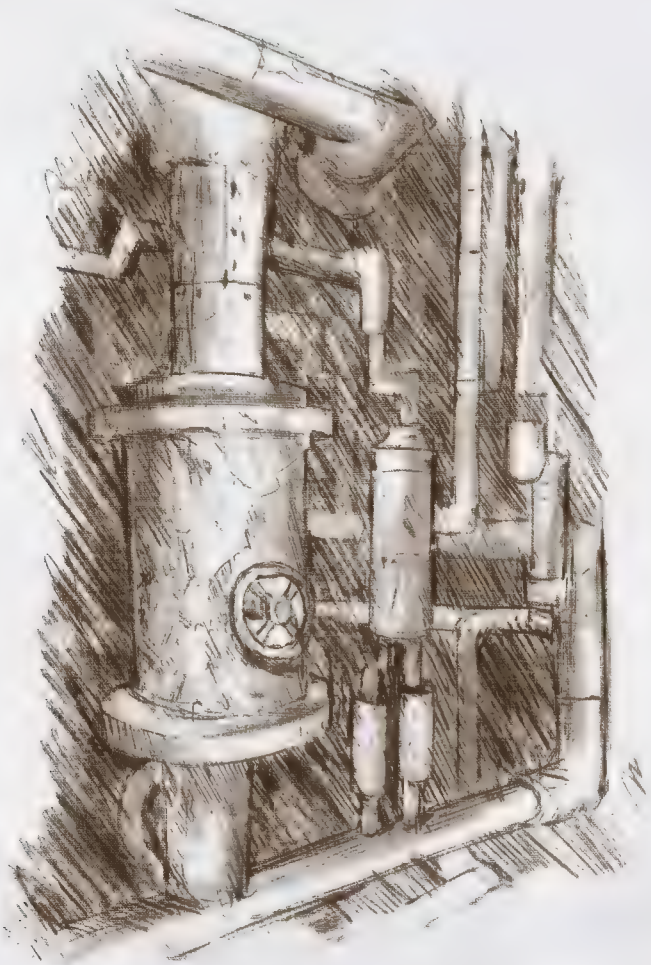
10

Three freezing guards huddle around a steel barrel full of burning wood. One approaches you. "Sorry, but you can't enter the Colony. We'll gladly invite you in, as we don't have many guests, but the disturbance in the Forest Sanctuary made our leaders suspicious of visitors. Until the problem is solved, no one can enter."

- **Ask for help** (only if you don't have the **"Means of Survival"** part **8** status) – go to Verse 8.
- **Ask if you can aid them somehow** – go to Verse 9.
- **Report your actions** (requires all Characters AND the **"Cracked Sanctuary"** part **1** status; this will end your Chapter) – go to Verse 11.
- **Leave** – Exploration ends.

11

Go to:



288 Red Valley

If you are playing **Chapter 8**, go to Verse 1. Otherwise, read on:

Wind, blowing through the valley brings metallic smells and screams of agony. Statues watching over this place cry with blood – their grim faces stained red evoke dread. You step into the valley, choking on the fetid smell of rotting flesh.

If any of the Party members have Secret card **66**, go to Verse 4.

Otherwise, go to Verse 2.

1

You must meet Pale Lady before entering Tuathan – you don't know what horrors await you there. She should be waiting for you at the feet of Fractured Tower.

Each Party member gains 1. Move all Party member to Location **243**. Exploration ends.

2

Roll a die and add your . Check your final result:

1-3 – *Your journey through the valley is filled with strange sounds and smells, but nothing happens.* Exploration ends.

4-5 – *Something awful attacks you from one of the wall crevices!* Resolve a purple Encounter. You don't gain any Reward or Loot after the Encounter. Then, Exploration ends.

6+ – *You have a bad feeling...* Go to Verse 5.

4

A swarm of beasts falls from countless crevices marking the walls. There are so many that you don't have the slightest chance of defeating them in combat – you flee.

Each Party member rolls a die and may pay up to 3 to add 1 per each point of to the result.

Each Party member with result 4 or higher ends this Exploration. The rest go to:

5

Roll a die. Check your final result:

1 – resolve the **"Red Beast"** green Encounter (Difficulty 4). You don't gain any Reward or Loot after the Encounter. Then, Exploration ends.

2 – resolve the **"Plague Embodiment"** purple Encounter (Difficulty 4). You don't gain any Reward or Loot after the Encounter. Then, Exploration ends.

3-5 – resolve the **"Bog Maiden"** green Encounter (Difficulty 3). You don't gain any Reward or Loot after the Encounter. Then, Exploration ends.

6 – *It was only a feeling.* Exploration ends.

289 Last Ruin

You cross the breach and emerge in a city surrounded by the high walls of Tuathan. Wyrdness swirls between tall buildings and gathers around a shifting statue in the central plaza. The sculpture roughly resembles a menhir, save for countless eyes forming and disappearing around its head, and a variable number of constantly growing and fading arms. Its body glimmers, changes. For the Fore-dwellers, it must be something like a Fore-dweller is to humans. The city around the statue is abandoned and in ruin.

- **Investigate the statue** – go to Verse 1.
- **Ransack the city** – go to Verse 3.
- **Leave** – Exploration ends.

1

Wyrdness is so thick around the statue that you can't go any closer than several steps before it.

- **Study the statue** – go to Verse 4.
- **Back out** – go back to the start of this Location and make another choice.

3

Roll a die and add your . Check your final result:

1-5 – *There is nothing you could possibly use. Only incomprehensible rubbish.* Exploration ends.

6-8 – *Crystallized wyrdness... or at least you think so.* Each Party member may gain 1 to gain 2 **Magic**. Then, Exploration ends.

9+ – if you don't have the **"Hidden Caches"** part **8** status, go to Verse 6. Otherwise, each Party member may gain 1 to gain 2 **Magic**. Then, Exploration ends.

4

Go to:

6

You find a gold brooch still attached to a shred of a quality fabric.

Each Party member gains 1 **Exp**. Gain 3 **Wealth** and the **"Hidden Caches"** part **8** status. Exploration ends.

Dream & Nightmare

In your dream, you huddle next to the flickering statue, trying to warm your four hands in the comforting cloud surrounding it. All around you, the cold creeps in. Throughout Avalon, your familiar world yielded before another, alien one. A dreary, deterministic reality, where one flap of butterfly wings today always brings the same results one hundred years later. A hell, devoid of the tantalizing potential for change and greatness.

The cold is now so close it touches your body. You shrivel, instinctively covering yourself with this carapace intended to keep your precious energy inside. But it won't be enough. It can only sustain you for so long.

Finally, the cold enters your body in an unbearable wave of pain.

Each Character who has this Dream or Nightmare loses 1 and gains 1.

293 Doomed Huddle

Runes on the tree glow dimmer than the last time you visited this place. Wyrdness creeps into the outer parts of the settlement, and people burn extra wood in a futile attempt to keep themselves warm. You feel judging eyes following your movement as if you brought misfortune upon this place.

- **Go to the warmth healer** – go to Verse 1.
- **Buy some equipment** – go to Verse 6.
- **Find the singer** (only if you **have** part **7** and **don't have** part **8** of the **"Missions"** status) – go to Verse 7.
- **Leave** – Exploration ends.

1

The warmth healer looks at you suspiciously and asks if you have food – it's more needed here than worthless gold.

Each Party member may pay 3 Wealth or 1 Food to discard the Exposure Marker.

Each Party member may pay 4 Wealth or 2 Food to gain **"Fiery Brew"** Secret card (**54**).

Then, Exploration ends.

6

The market is abandoned, its stalls chopped up for firewood. But starving, freezing people will give you their equipment if they can satiate their hunger this way.

- **Shake them down to get better prices** (pay 8 Rep reduced by 1 for each point of your ; in a Party use only the maximum value) – go to Verse 11.
- **Buy equipment** – draw the top 3 Item cards. You can buy any number for 6 Wealth or 4 Food each. Shuffle the rest back into the deck. Exploration ends.
- **Leave the market** – Exploration ends.

7

Go to:

11

They don't have much choice – they'll sell the items for next to nothing, or they get nothing.

- **Buy equipment** – draw the top 3 Item cards. You can buy any number for 3 Wealth or 3 Food each. Shuffle the rest back into the deck. Exploration ends.
- **Leave the market** – Exploration ends.

Dream & Nightmare

You can't bear it anymore. These parasites feed you only their wyrdness-infused corpses – without proper fertilizer, you will dwindle and perish. At least these pathetic maggots will die with you.

Each Character who has this Dream or Nightmare loses 1 and gains 1 Exposure.

294 Flourishing Huddle

Mangrove Huddle has flourished since people gained access to more distant hunting grounds and cold-resistant plants. The tree sheltering the settlement also looks healthier the runes glow brighter, leaves sprout on the branches, the roots grow longer. It's good to be home.

- **Visit the market** – go to Verse 6.
- **Go to the warmth healer** – go to Verse 3.
- **Find the singer** (only if you **have** part **7** and **don't have** part **8** of the **"Missions"** status) – go to Verse 1.
- **Leave** – Exploration ends.

1

Go to:

2

Merchants are almost grateful to give you better prices.

- **Buy equipment** – draw the top 5 Item cards. You can buy any number for 3 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 2 Wealth for each. Then, make another choice.
- **Leave the market** – Exploration ends.

3

Sacred symbols in the healer's hut are replaced with a tapestry depicting a tree with a shining crown. The healer will take only a small donation for exposing you to Tree's warm blessing.

Each Party member may pay 1 Wealth to discard the Exposure Marker.

Each Party member may pay 3 Wealth to gain **"Fiery Brew"** Secret card (**54**).

Then, Exploration ends.

6

The small market flourishes with new handicrafts, and people shout and haggle eagerly.

- **Haggle** (pay 4 Rep reduced by 1 for each point of your ; in a Party use only the maximum value) – go to Verse 2.
- **Buy equipment** – draw the top 3 Item cards. You can buy any number for 4 Wealth each. Shuffle the rest back into the deck. Exploration ends.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each. Then, make another choice.
- **Leave the market** – Exploration ends.

Dream & Nightmare

It's better now. Your roots mingle with the roots of other, pleasant plants. Your parasites feed you generous amounts of compost, and you finally have enough strength to heat yourself fully in this eternal winter.

Each Character who has this Dream or Nightmare loses 1 Exposure and gains 1 .

For a moment, you think you've gone the wrong way. But it's not possible to lose your way on this narrow highland – you should be standing before Kamelot. The castle is gone. The entire cliff yielded under the weight of the walls and fell into the sea. Now, the way to the Undercastle is open, as the disaster also damaged the foundations.

- **Descend into the Undercastle** – go to Verse 1.
- **Hunt in the forest** (pay 1) – go to Verse 4.
- **Use the underground passageways** (requires all Characters; pay 3 per Party member) – go to Verse 2.
- **Leave** – Exploration ends.

1

You pass the furrowed land and descend the rubble into the depths of Kamelot.

Go to:

2

Go to:

4

The forest didn't suffer much damage from the cliff's collapse, but animals behave differently now. They are skittish, and sometimes aggressive.

Roll a die and add your . Check your final result:

1–4 – gain 1 Food.

5–7 – gain 2 Food.

8+ – gain 3 Food.

Then, resolve a green Encounter. Exploration ends.

Dream & Nightmare

When you saw the cliff for the first time, it seemed like a perfect place for a castle. It was tall, isolated, beautiful. But when all these stones and people were dragged here from all over the island, it lost its charm. Not to mention you had a haunting feeling it was only a matter of time before the rock broke beneath the weight.

Each Character who has this Dream or Nightmare gains 1 .

296 Husk Colony

The Colony was murdered because of your incompetence. Survivors of the slaughter fight one another to survive, and many lost their minds or perished in the cold that overcame this place after the hot water pipes were damaged. Entering the Colony is like entering a nightmare full of rotting bodies and cold-blooded mad men.

- **Scavenge what remains of the Colony** (pay 2 per Party member) – go to Verse 1.
- **Gather plants growing outside of the Colony** (only available if you're playing **Dagan** and you **don't have** the **"Needed Supplies"** part **2** status) – go to Verse 2.
- **Leave this horrible place** – Exploration ends.

1

The corridors are filled with stacks of bodies, their limbs crushed, their heads ripped off. You become aware of the power of the four-armed warrior that was traveling with you, and you don't like it. The journey into the bowels of the Colony allows you to gather some abandoned wealth, but it also makes you feel sick.

Each Party member gains 2 Wealth and 2 . Exploration ends.

2

You pluck the plants growing on the sides of the Colony. They resemble radishes, but are resistant to cold. Maybe they will feed your people?

Gain the **"Needed Supplies"** part **2** status. Exploration ends.

Dream

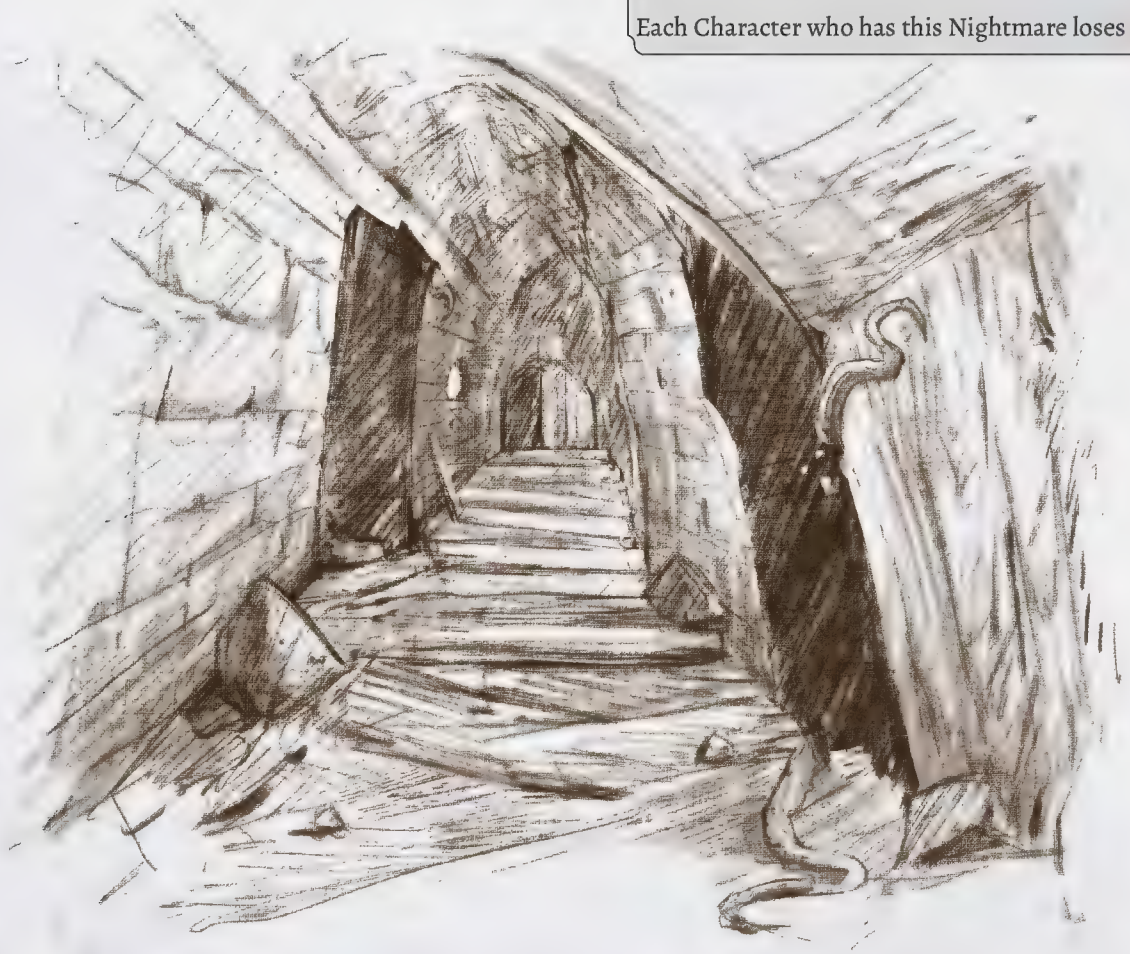
You dream of escaping the slaughter stumbling over limbless corpses, slipping on urine and blood, while tears slide down your cheeks, burned with scorching magic. You live, but you don't know if you want to.

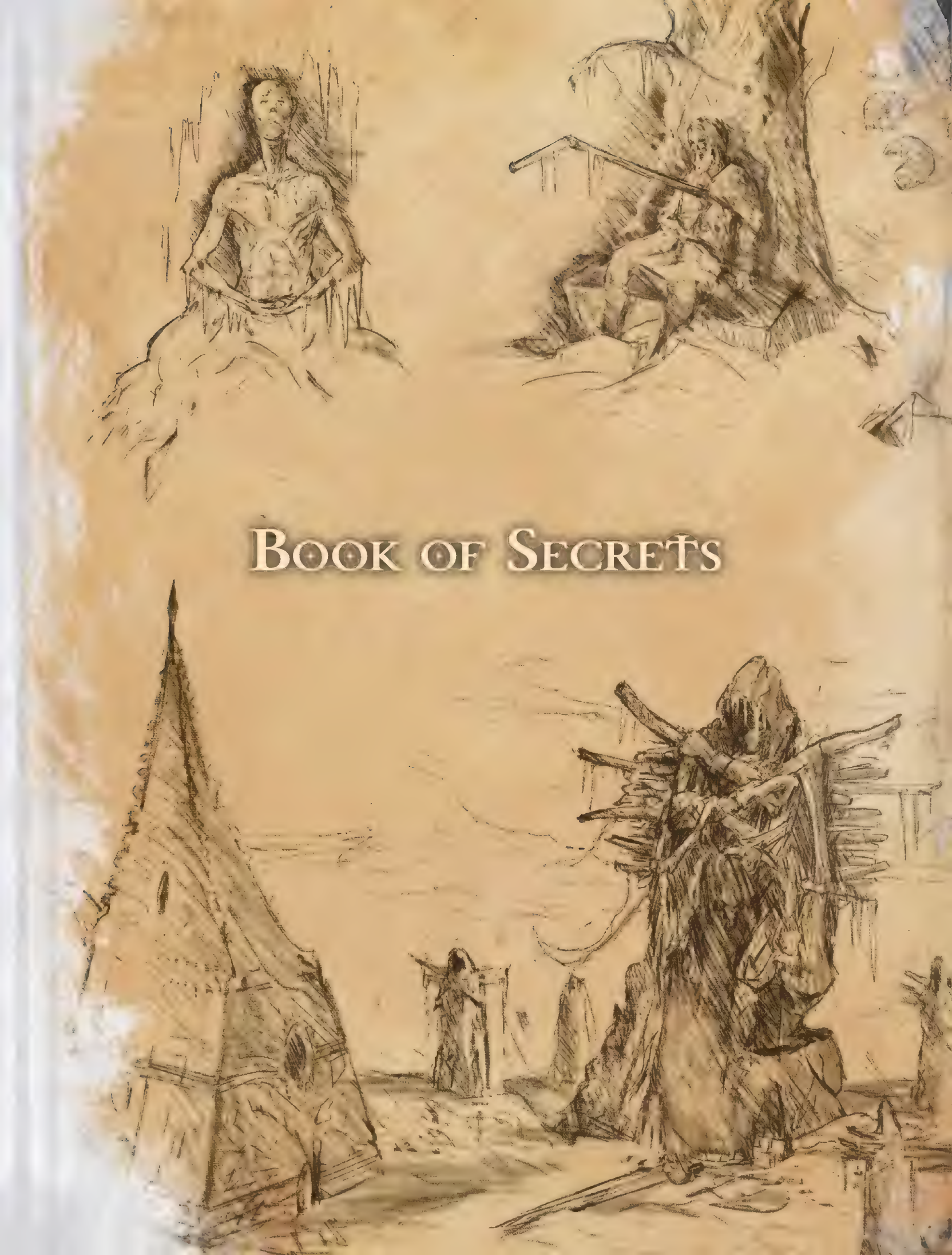
Each Character who has this Dream gains 1 .

Nightmare

Spinning arms wielding sharp steel kill you. Then, you perish again, immolated by deadly magic from under an otherworldly, three-eyed helmet. Then, you're running through another corridor, and you're killed again. You lose your head. You bleed out. You burn to death. Your mind implodes in excruciating pain. You die. Die again. Die, die, die each time slain by the same hands.

Each Character who has this Nightmare loses 2 .





Book of Secrets

1

The sharp cries of seagulls drift from above – unlikely music for such a momentous occasion. Regardless, they fill the people crammed tight on the deck of the Prydwen with hope. The birds are reminiscent of those plentiful in the Homelands. If these birds can thrive here, among these strange and colorful mists, maybe the people can as well.

The sand crunches under the prow of the ship as two dozen sailors pull it onto the beach of a quiet cove. A gangplank touches ground. The king steps onto wet sand – a gaunt, solemnly dressed man, his beard speckled with white.

"Let this be our first step of many," he says, too quietly for any historian to take note of his words. He then commands:

"Bring the fleet ashore!"

As King Arthur gives his order, thick clouds of wyrdness on the horizon part for a moment. Knights and highborn gasp, looking upon a giant wall of strange, porous stone in the far distance. The king doesn't raise a brow. He knew they wouldn't be alone on Avalon, but he also knows humans have an ally here, which he has yet to see in person.

As Arthur looks toward Tuathan, something looks back from atop the wall. A flickering apparition, its countless eyes on the palms of its countless hands blinking in and out of existence. Just a moment ago, the creature witnessed the end of this story, one thousand years from now. And now, it's torn. Should it allow this thing to unfold? And if not, can it prevent the true guardians of Avalon from being born?

Knowing each second of a millennium of the bitter struggle to follow, it has no choice but to try.

The End. For now...

15

You progress carefully through the narrow, dark tunnel. Your steps echo loudly in the otherwise absolute silence. You see something furry before you. You ready your weapons, but it doesn't move – emboldened, you step forward. Two small bears huddle together on the cave floor, but not asleep – frozen to death.

Gain 4 Food and the **"Means of Survival"** part **7** status. Exploration ends.

16

You manage to slip into the room missing one wall – it disappeared in the portal. For a moment, you wonder how the construction didn't collapse, but you're more interested in the loot.

If you **don't have** the **"Riches of the Past"** part **7** status, gain 2 non-Companion Items and the **"Riches of the Past"** part **7** status.

Then, gain 3 Wealth. Exploration ends.

18

"We won't tell you what you should do – we don't presume to know. However, there are three paths to take here.

"The first is to return Avalon to the primal wyrdness, as it was before human invasion. The remnants of your humanity are not likely to survive that, or will change beyond recognition.

"The second path is to banish the wyrdness forever, transforming this island in the image of your homeland, though it would require a pristine example of the laws of your reality, since they have long since deteriorated. If you do this, all things born of wyrdness, or connected to it, shall perish.

"The third and final choice is to leave the island unchanged. Perhaps, in time, it will find a new balance – though it will never be a suitable home for humans, or for the former dwellers of Avalon.

"In each case, you must do something about menhirs – in their current state, they only contribute to the slow, cold death of the island. So... do you know what you must do now?"

- **Return Avalon to the primal wyrdness** (this will end your Chapter, you won't be able to change your decision later!) – go to Verse 70.
- **Find the exemplar of the human laws, banish the wyrdness and recreate Avalon in the image of the Homelands** – You can always change your decision later. Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).
- **Bring balance to the wyrdness and leave the island unchanged** (this will end your Chapter, you won't be able to change your decision later!) – go to Verse 110.

20

The **Remodeled Menhir** Secret card is an Item that allows you to discover Locations outside an Active Menhir's Range. All four share one Action, and have one additional Action unique to each of them. They are explained on the Last Knight Help Card.

Hint: If there is more than 1 Character in play, it would be wise to give at least 1 Remodeled Menhir to each Character.

Exploration ends.

Hint: It seems that the easiest way out is through the Glimmering Forest.

23

You wander across the white plain.

Roll a die. Check your final result:

1 – *You find only snow...* Exploration ends.

2 – go to Verse 298.

3+ – go to Verse 90.

24

You enter a circle of ice statues with a stone sculpture of a four-armed monster at their center – a menhir. You feel a strong power emanating from the inside and note that wyrdness avoids touching its surface. Could you somehow harvest this power?

Each Character gains 2 Exp. Gain the **"Mysteries and Visions"** part **4** status, Secret card **24**, and 1 Magic per Character.

Rules: When this Secret card is in play, Menhirs can't be Active. Whenever you encounter a Location with a Seal, put a Menhir on this Location. At the Start of the Day, place 1 marker at the base of each Menhir in play, to a maximum of 4 markers. When you Explore a Location with a Menhir, you have the option to gain the Magic accumulated in its base.

Exploration ends.

26

Two young priestesses enter the room and approach, unmoved by your outlandish looks. They inspect your wounds with concern, closely examining your neck and arms. With Allmother's help, they claim they can heal you. You nod your head, and they perform a strange ritual with the use of fountain water, silver knives, and your blood. The rite doesn't resemble the work of any sane god, but your wounds close — despite the burning accompanying the procedure.

Each Party member discards Secret card **66** and gains 1. Additionally, if you have the **"Allfather's Blessing"** status, each Party member gains 1 additional .

Exploration ends.

28

You spot a glimpse of gold between branches. You climb the tree that crackles under your weight, threatening to throw you off at any moment. Fortunately, it doesn't, and you manage to find a black ring with golden engravings slipped onto a branch as if it was a finger.

Gain the Secret card **39** and the **"Riches of the Past"** part **3** status. Exploration ends.

30

You're not sure why this four-armed warrior aids you, but its assistance will be undoubtedly welcome.

Gain Secret card **30** and place the Fore-dweller model in Location **235**.

- The Fore-dweller model represents your new ally.
- At the Start of the Day, you may move the Fore-dweller model to an adjacent Location, even if it's not connected with the Direction Key.
- The Location with the Fore-dweller model is never discarded, even if it's not adjacent to a Character model or/and Active Menhir.
- If you are using the Attach New Location Action in a Location with a Fore-dweller model, reduce its Magic cost by 1.
- If you are in a Location with a Fore-dweller model, you can use the **"Speak with it"** Action on the **"Fore-dweller Ally"** Secret card.

Exploration ends.

31

If you're playing **Chapter 13: Part 1** and all Characters are in this Exploration, go to Verse 152.

If you are in Location:

- Location **202** – go to Verse 95.
- Location **205** or **285** – go to Verse 104.
- Location **211** – go to Verse 239.
- Location **213** – go to Verse 169.
- Location **215** – go to Verse 150.
- Location **223** – go to Verse 214.
- Location **226** – go to Verse 226.
- Location **227** – go to Verse 282.
- Location **235** – go to Verse 310.
- Location **237** – go to Verse 250.
- Location **241** – go to Verse 437.
- Location **244** – go to Verse 429.
- Location **246** – go to Verse 78.
- Location **253** – go to Verse 206.
- Location **254** – go to Verse 178.
- Location **263** – go to Verse 107.
- Location **268** – go to Verse 140.
- Location **296** – go to Verse 257.
- Other Location — *The Fore-dweller doesn't have anything to say.* Exploration ends.

32

If you win — *The sergeant gives up and promises his help.* Gain the **"Liberation"** part **4** status; go back to Verse 34.

Otherwise — *The sergeant chases you off, but you're sure he won't mention this blackmail attempt.* Each Party member loses 2 Rep. Exploration ends.

34

You stroll through the labyrinth of corridors, wondering what you can do to rescue Lancelot.

- **Convince waste collectors to cooperate** (only if you don't have the **"Liberation"** part **1** status; pay 6 Rep) – go to Verse 105.
- **Blackmail the military sergeant** (requires Secret card **9**) – go to Verse 139.
- **Make friends with the guards** (only if you don't have the **"Liberation"** part **2** status and have at least 3 ; pay 3) – go to Verse 77.
- **Prepare an effective escape plan** (only if you don't have the **"Liberation"** part **3** status and have at least 3 ; pay 3) – go to Verse 307.
- **Execute your plan** (requires the consent of all players and at least 2 parts (1 Character), 3 parts (2 players), 4 parts (3 players), or 5 parts (4 Characters) of the **"Liberation"** status; this will end your Chapter) – go to Verse 209.
- **Leave** – Exploration ends.

45

The chamber is magnificent! Vividly colored tiles adorn the high ceiling. Weapons lie on a splendorous altar – no doubt old burial gifts. A huge coffin occupies the center of the room – empty, except for pieces of discarded heavy armor. Murals and paintings depict knights, battles, and the Allmother's priestesses. You notice long scratches on the back of the sarcophagus, seemingly etched there in different eras.

If you **don't have** the **"Lost Treasures"** part **8**, you may rob this place – go to Verse 101. Otherwise (or if you want to leave this place untouched), each Party member loses 2 ; go to Verse 301.

46

You listen to the rustling leaves. You watch the plants shifting slowly towards the sun. You find places visited by predators. You're impressed by the forest's glory and calmness that seems to radiate from one direction.

If you **don't have** the **"Secrets of the Forest"** part **3** status, each Party member gains 1 Exp; gain the **"Secrets of the Forest"** part **3** status. Exploration ends.

51

As you enter the cage, your surroundings suddenly change. You now stand beside a cage of wicker and steel, filled with bleeding men and women. Knights wielding spears and axes force more people into this structure. Panic rises as the guards bar the exit and approach with burning torches. Only five prisoners stay calm and gesture for you to come closer.

"The druids are no more – no one protects the natural order," they say, their faint voices difficult to discern through the tumult. "Winter protected humanity from wyrdness, and prevented anything from truly dying, but it also broke the cycle of nature. You must travel to Moonring and restore it, so its power can oppose the winter's harsh grasp."

They say something more, and your mind overflows with strange incantations, formulas, and images. Then, you wake near the cage, covered in fresh snow.

If you **don't have** the **"Missions"** part **3** status, each party member gains 1 Exp; gain the **"Missions"** part **3** status.

New Task: Go to Moonring and restore it to its former glory.

Exploration ends.

55

You place hexes around the trapped hoof and activate them simultaneously. The frozen earth cracks, and the horse can now move its leg. You feel its warm gratitude in your heart.

Gain the **"Chalk Horse"** part **2** status. Exploration ends.

56

Fortunately, the only guard watches the gate, and the priests pay you no mind. It may appear you roam the corridors without purpose, but each turn and path leads you closer to the heart of this sanctum. Soon, you enter a modest chamber with a pedestal at its center and a radiant vessel atop it. An aura radiates from it, so imposing you almost feel compelled to kneel. This must be the artifact described by that strange, old man. Despite your mounting anxiety, you take the warm goblet – and nothing happens. No god strikes you down. Your hands do not burn. The moment you touch it, the cup becomes real – almost mundane. You exit the temple with your new prize, ignored by the guard at the gate.

Each Party member gains 1 . Gain the Secret card **1**. Discard the Active Quest Pile. Find and resolve the **Chapter 12: Part 3** Event card. Exploration ends.

57

Someone drags you in chains through the windswept island. At first, your slave driver appears human, but the wyrdness soon strips them of this pretense. Your travel ends in underground caves, where you're forced to live like animals. From time to time, monsters with broad ears and sharp canines take one of you to their feast – as a main dish.

Each Character who has this Dream or Nightmare loses 2 and gains 4 .

58

You find the remains of something resembling a settlement in one of the holes. Forlorn, shattered buckets lie near the frozen stream, and tattered tents huddle against curved walls. Dried-up, rime-covered lichen covers every surface. You search through the ancient camp and find some useful equipment.

Gain the **"Lost Treasures"** part **9** status. Gain 2 Wealth and 1 non-Companion Item. Exploration ends.

59

Tracks left by wyrd-touched animals follow specific paths, while unchanged animals seem to meander.

If you **don't have** the **"Secrets of the Forest"** part **2** status, each Party member gains 1 Exp; gain the **"Secrets of the Forest"** part **2** status. Exploration ends.

60

You emerge from the Colony and look up at the vast sky – you've missed the open air. You decide to take a stroll and meet the Fore-dweller, waiting nearby. It was looking for you, having discovered that someone it knows is imprisoned it the Colony. You confirm its concerns and describe your meeting with Lancelot and the visions that came with it. The Fore-dweller seems agitated. It insists you must rescue the man. Immediately. A chill washes over you as you realize what it means. Could it be the man is indeed a lost knight of legendary Arthur this four-armed creature remembers from some ancient time?

The Fore-dweller cannot assist you in freeing Lancelot. Instead, it will go southeast to disperse the magical storm so you can escape through there later.

Discard Secret card **30** and remove Fore-dweller model from the map.

If you **have** the **"Legacy"** part **7** status, go to Verse 279.

Otherwise, Exploration ends.

61

The Pale Lady looks at the surroundings with contempt. "You've noticed it, haven't you? The sad remnants of my people's great library. Untended for hundreds of years, just a pathetic amalgam of symbols growing into one another like plants in a wild garden. The only thing you can make out of these writings are countless names of my long-dead kin, killed during the war a thousand years ago."

If you **don't have** the **"Dismay"** part **6** status, each Party member gains 1 Exp; gain the **"Dismay"** part **6** status. Exploration ends.

65

You stray on the forested hills, with no clue where to go. The idea of searching the vast wilderness is absurd, but it's the only choice you have.

- **Visit a suspicious site** (requires at least 3 parts of the **"Secrets of the Forest"** status) – go to Verse 143.
- **Explore dark caves** (requires at least 3 or) – go to Verse 80.
- **Shadow some strangely behaving animals** (requires at least 3 or) – go to Verse 59.
- **Find a connection with the forest** (requires at least 3 or) – go to Verse 46.
- **Leave** – Exploration ends.

67

If you fail – lose all Wealth and Magic.

Regardless of the result, go to Verse 119.

69

You have decided, and there is no turning back now. You must forget about your past and focus on the future.

Each Character gains 1 Exp.

Gain all parts of:

- **"Fallen Wyrdhunters"** status,
- **"Great Deed"** status,
- **"Lost Apprentice"** status,
- **"Needed Supplies"** status,
- **"Past"** status.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 13** (not **Chapter 11**) Set-up card and follow its instructions to begin the next Chapter! Exploration ends.

70

"It's your choice. We won't tell you if it's right for us, it just is. You need tools capable of sculpting wyrdstone a man who can craft these tools lived near the towering swords, southeast from here. You must go to the last city of the Fore-dwellers, their shoddy settlement inside Tuathan, and look for information on how to rework menhirs. You can also look employ the help of the Traitor. Your kind calls her the Pale Lady."

Gain the **"Decision"** part **3** status.

If you're playing **Chapter 10**, go to Verse 69.

Otherwise, go to Verse 270.

71

The situation in Forest Sanctuary is tense, and the Colony's leadership is anxious about it. They think Forest Sanctuary might be preparing a raid on their city. There's little chance for that, but the risk is still too high for them. If you want to access the city, you must investigate what's going on in Forest Sanctuary and return to Colony with the information.

If there is a **Special Event A** in the Event Deck, replace it with **Special Event D**.

If you're playing **Chapter 3**: **Part 3**, Exploration ends. Otherwise, discard the Active Quest Pile, then find and resolve the **Chapter 3**: **Part 3** Event card. Then, Exploration ends.

72

"Some four hundred years ago, I sent heroes to turn this place into a haven for their people. They were just like you a little lost, but eager to help."

Exploration ends.

76

Many days have passed since you started your journey. Despite your achievement in relighting menhirs, wyrdness and the cold grow stronger, tightening their merciless grip over the island. As if that wasn't enough, Black Drifter still circles Avalon, sapping menhir energy and threatening people who grow wary.

Gain the **"Time"** status and Secret card **42** – remember that it affects all Characters as it has the **"Global"** keyword.

Exploration ends.

77

You spend some time with wardens, drinking strong, tangy drinks and playing dice. Soon, you manage to gain some information about the prison's security and their watch schedule.

Gain the **"Liberation"** part **2** status. Go back to Verse 34.

78

If you **have** the **"Legacy"** part **5** status, go to Verse 72. Otherwise, go to Verse 79.

79

The Pale Lady looks around and straightens up. "I found a group of lost people ages ago and showed them this shelter. They've turned it into quite a comfortable settlement."

Exploration ends.

80

Exploring dark caves isn't pleasant, as they are damp and cold. Luckily, you find an ancient altar covered in lichen. It evokes slightly different imagery than the current Allmother faith, but it must be dedicated to her nevertheless.

If you **don't have** the **"Secrets of the Forest"** part **1** status, each Party member gains 1 Exp; gain the **"Secrets of the Forest"** part **1** status. Exploration ends.

83

Inside the coffin lies a desiccated body dressed in a decayed coat with gold and silver fibulae pinned to it. A small stash of items lies at the corpse's feet. Robbing this dead man doesn't feel right.

Each Party member gains 2 . Gain 5 Wealth, 1 non-Companion Item, and the **"Lost Treasures"** part **6** status. Exploration ends.

85

The Pale Lady seems impatient, but says she's glad you made the right decision. She asks you to give her the artifact.

Go to Verse 165.

88

From your brief investigation, you presume that both camps, the Expedition and the Stayers, have a similar number of followers. During your stay, a dignified woman with a well-maintained sword on her hip – you recognize her as the village elder – asks you to help the group that doesn't want to leave. She thinks this will be better for the villagers.

Go back to Verse 3 in the Forest Sanctuary Exploration Journal (**238**).

Hint: You have gained the required information, and now you can go back to Colony.

90

Choose one:

- **There is something shiny...** – go to Verse 120.
- **You noticed a gray carcass in the snow** (only if you **don't have** the **"Means of Survival"** part **2** status) – go to Verse 430.
- **A white statue looms on the horizon** (only if you **don't have** the **"Mysteries and Visions"** part **3** status) – go to Verse 205.
- **You see steam floating over ice** (only if you **don't have** the **"Lost Treasures"** part **1** status) – go to Verse 155.
- **Follow barely visible tracks** (only if you are in Frozen Desert Location (**201**)) – go to Verse 300.
- **Forget it** – Exploration ends.

91

As you move past gnarled tree trunks into Grovesoul's interior, soil and old leaves fall upon you. You feel strange – you're entering a living creature, but it feels more like you're just in a different part of the forest. There is neither wind nor animals. Instead, you find a tent there with an altar set beside it. An intricate Allmother symbol and a journal bound in red leather lie on its surface.

You start reading. A priestess called Neante has found a place where the Forest of Whispers overlaps with another realm emanating the warmth of bright sun and the pleasant smells of fruits. She described how to find this place. In her last entry, she says she will enter the mysterious realm. You must follow her – this seems like the right direction.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

92

As soon as you agree, you lose consciousness. After a while, you wake with a peculiar feeling that you have lost a part of yourself. A fat bag of gold lies beside you.

Each Party member gains 2 and loses 2 Exp. Then, each Party member gains 4 Wealth for each Exp they lost. Exploration ends.

95

"A long time ago, a great city stood here – Tintagel. Then, it was forgotten, and a wyrm inhabited its ruins. Soon, it was too big for anyone to challenge, and no one tried to live there ever again. By now, however, the beast should have died beneath its own weight."

Exploration ends.

98

If you win – go to Verse 280.

Otherwise – go to Verse 410.

101

Desecrating this place feels atrocious.

Each Party member gains 3 . Gain the **"Lost Treasures"** part **8** status, 2 **"Weapon"** or **"Shield"** Items and Secret card **5**. Then, go to Verse 301.

104

"These ruined walls," the Fore-dweller says and points toward a castle in the distance, "are proof enough that the wyrdness should be expelled from Avalon for good. It destroys or warps everything close to your heart. Help me repair this island."

Exploration ends.

105

You speak with waste collectors who complain about their horrible work conditions. They didn't choose this job – they were selected for it, and it was worse than a prison sentence. You are the first to hear them out. Your compassion earned you some allies, but people in the Colony now look at you with contempt, as if by speaking with the underclass, you became a part of it.

Gain the **"Liberation"** part **1** status. Go back to Verse 34.

106

The child stands up, revealing its true form – an ugly dwarf flashing his sharp, rotten teeth at you. It invites you to sit by its campfire. To show its goodwill, it leaves its two curved daggers under the cave wall.

The dwarf refers to you as its friends from the past and offers you a deal. If you agree to share your memories with him, he will pay you well.

Each Party member loses 2 Exposure.

- **Accept the dwarf's offer and share your memories with him** – go to Verse 92.
- **Refuse** – *The dwarf nods, takes his equipment and leaves.* Exploration ends.

107

"There was once a library in the caves beneath your feet. After the war with humans, it was forgotten, and untamed wyrdness warped it into this grotesque landscape."

Exploration ends.

108

Her words sprout in your mind with an unusual harshness.

"How could you ask me for anything after all of that? I have helped you countless times, and you thank me with treason? If you only knew – how much I've done, what I've sacrificed to help you, humans. And now you come along to undo all of this? Why should I do anything for you?!"

If you **have** the **"Horrors"** part **1** status, Pale Lady throws you out – each Party member loses 2 ; Exploration ends.

Otherwise, she is angry, but she will listen to you – go to Verse 689.

110

"It's your choice. We won't tell you if it's right – for us, it just is. You need tools capable of carving wyrdstone – a man who could craft these tools lived near the towering swords, south-east from here. You must gain knowledge from the greatest human library – you must descend into Kamelot underground once again to find scrolls about repairing menhirs. Then, you must kill the Black Drifter to prevent it from damaging the statues again."

Gain the **"Decision"** part **2** status.

If you're playing **Chapter 10**, go to Verse 69.

Otherwise, go to Verse 328.

111

You find a strange, golden globe half-covered with black sand. It looks like something not of the human world. Maybe it's a Fore-dweller relic you need? But why has it appeared precisely when you needed it the most? You don't have time to think about it – beggars can't be choosers.

Gain Secret card **44**. Discard all cards from the Quest pile. Find and resolve the **Chapter 1: Part 5** Event card. Exploration ends.

112

Billows of wyrdness float between collapsed buildings, altering the reality. Are the stones bending under your weight?

Gain the **"Horrors"** part **2** status.

If you **have** 3 or more , go to Verse 145. Otherwise, go to Verse 246.

113

Drawing a priest into a conversation about the Allmother and dragging him somewhere away from prying eyes is as easy as finding fresh snow on Avalon. Knocking him out and taking his clothes also isn't much of a challenge.

The guard at the gate ignores you as you pass through the gate wearing the stolen robe. Are they really guarding anything here?

Each Party member gains 1 . Go to Verse 56.

114

The corridor leads into a tall cave, where you see a small campfire and a child swathed in thick fur.

Gain the **"Wilderness Encounters"** part **9** status.

If you **have** the **"Legacy"** part **4** status, go to Verse 106. Otherwise, go to Verse 130.

116

The endlessly swirling patterns on the soles of the statue seem to impart some of their erratic movements on the nearby wyrdness, and direct in a way not so different from a menhir – maybe these feet belong to the same statue as the giant head near Tuathan's entrance?

Each Party member gains 2 Magic, 2 , and 1 Exp. Gain the **"Clues"** part **6** status. Exploration ends.

119

You start explaining what you need, but the creature stops you. The priestess told him about your souls, and that you will eventually visit him. Her camp is hidden inside Grovesoul – it was the only place it could last for several ages.

Gain the **"Secrets of the Forest"** part **7** status.

If you **have** the **"Allfather's Blessing"** status, go to Verse 202.

Otherwise, go to Verse 91.

120

You follow the light shining from behind the snowdrift. At the end of this luminescent trail, a strange apparition lies in wait.

Resolve the **"Fir Chills"** purple Encounter (Difficulty 1). Exploration ends.

121

You share a vision of the past, when the traveler helped you escape from your prison in the broch. Then, you flood them with your memories – how you grew and changed since; how you enslaved the western settlement and turned its residents into your worshippers. When the traveler knows all the consequences of their past deed, you offer them a choice of reward: gems, which you know humans always want, or a way to fight the cold by becoming one with it.

Each Party member gains 2. Gain the **"Horrors"** part **6** status. Choose one:

- **The traveler wants to be stronger than cold** (this will modify the Exposure rules!) – go to Verse 185.
- **The traveler wants shiny stones** – go to Verse 204.
- **The traveler declines your offer** – go to Verse 168.

122

At least it's safe in here. You have time to scavenge for something useful – and you are lucky. You find the belongings of someone who camped here before. You wonder what could have happened to them.

Gain 1 non-Companion Item, 2 Wealth, and the **"Lost Treasures"** part **5** status. Exploration ends.

Hint: Now, you can rest in the dilapidated cottage.

123

The creature claims that your decisions were mainly just and that you have good souls. It will help you without hesitation.

Go to Verse 119.

125

You've read everything, but there are no more hints about the whereabouts of the priestess. Your only chance is to search the forest and look for any clues.

Go to Verse 171.

126

Your guide is an old woman, once a wandering storyteller, who got tired of this "damned, freezing island." As she leads you, she avoids some areas that look ordinary to you, but according to her may play tricks on your mind and alter memories. She can't tell you why, though.

Gain the **"Secrets of the Forest"** part **6** status. Exploration ends.

130

The child throws off the blankets to reveal its true form – a vile dwarf with a mouth full of sharp, rotten teeth.

Resolve the **"Abhartach"** purple Encounter (Difficulty 3).

If you win (or Enemy Runs Away), go to Verse 149.

Otherwise, you flee and dart out into the freezing weather – each Party member gains 1 Exposure, and Exploration ends.

135

When you the complete the burial rite, something screams inside the tomb. Then, the cry dies out. Whatever just happened, you're content you decided not to open this coffin.

Each Party member loses 2 and gains 2 Exp. Gain the **"Lost Treasures"** part **7** status. Exploration ends.

136

Something grabs you by your arms. You turn to see a ghoulish face staring at you blankly. Blood drips from its mouth and a deep wound in its neck. Silent, blurry figures surround you, looking proud, despite weapons driven into their bodies and entrails hanging from mangled torsos. You lose consciousness, and later wake much farther from the cage.

Each Party member gains 1 Exposure. Exploration ends.

138

If you fail – each Party member loses all Rep and 2.

Regardless of the result – go to Verse 335 after the Encounter.

139

You arrange a meeting with a sergeant and tell him you know about his child. He tries to intimidate you.

Discard the Secret card **9**. Then, resolve the special **"Angry Sergeant"** blue Encounter in Verse **32**.

140

Pale Lady sticks to the beaten path. "This marsh brims with the blood and souls of my people killed during the war a thousand years ago. They haven't found rest since, as the great cycle of souls is broken, and they are unable to reincarnate."

Exploration ends.

142

A slender woman with an axe tucked into her belt greets you and asks if you could help her and her friends. They want to lead the people into the forest, where there's no wyrdness and the weather is milder, but people are scared. They need proof there's nothing out there that could hurt them. She and her friends, the Expedition as they call themselves, need supplies for their scouts.

Go back to Verse 3 in the Forest Sanctuary Exploration Journal (**238**).

Hint: You have gained the required information, and now you can go back to Colony.

143

If you **have** the **"Secrets of the Forest"** part **7** status, there is nothing here – Exploration ends. Otherwise, read on:

You see that something isn't normal here. The forest before you is darker and denser. Branches twist unnaturally, as if someone wanted to build something with them, but you can't discern what exactly. Then, the whole area in front of you rises with the thunderous sound of cracking wood. It also starts moving – and now, you can see it forms an enormous creature of shrubs, moss, and rocks. It towers almost as tall as a tree, and you feel like an insignificant worm beneath the piercing gaze of its eye of green, shiny stone. It speaks with a thunderous voice, like a boot crushing gravel. "Greetings, humans. Your appearance indicates that Avalon is again in need."

Place a Universal Marker on Location **239** (or **259**) for each of the following:

- **"Chalk Horse"** part **5** status,
- **"Dismay"** part **5** status,
- Secret card **59**,
- **"Friends"** part **1** status,
- **"Missions"** part **9** status.

Then, remove a Universal Marker from Location **239** (or **259**) for each of the following:

- **"Liberation"** part **4** status,
- **"Horrors"** part **1** status,
- **"Keeper"** part **2** status,
- **"Murder"** status.

If there are no markers on Location **239** (or **259**), go to Verse 153. Otherwise, go to Verse 123.

144

The Lady waits for you on the second tier of her tower. She looks at you expectantly without saying a word.

- **Tell her you decided to follow her plan** (only available in **Chapter 13**: **Part 5** or **6**) – go to Verse 179.
- **Ask for her help** (only available in **Chapter 13**: **Part 2** or **3**) – go to Verse 108.
- **Leave** – Exploration ends.

145

You hear rustling in one of the houses. You peek through riddled shutters and see a monstrosity inside – a wicked creature faintly resembling human, a Warped One. It kneels over a dead fox, biting into its flesh.

- **Escape before it notices you and stay out of this part of town** – Exploration ends.
- **Attack it** – go to Verse 303.
- **Wait** – *But why should you?* Go to Verse 246.

148

One bone pile looks different – like it was made on purpose. You throw some aside and uncover the serene face of a man buried beneath them, like in a grave. The body is frozen, so you can't tell if he died a week or a hundred years ago. You start to cover him again, to let him rest in peace, but you notice a wooden slate on his chest. It describes how to find a hideout free of wyrdness on the snowy desert west of here. You are slowly freezing, and your body won't resist wyrdness much longer, so it's worth a try.

Gain the **"Mysteries and Visions"** part **2** status. Go to Verse 234.

Hint: The notes lead you to the Frozen Desert. Go back and check what you can find.

149

After defeating the dwarf, you rest by its campfire and prepare to leave.

Each Party member loses 1 Exposure and gains 1 . Then, Exploration ends.

150

An oily, gleaming sphere of wyrdness surrounds the Fore-dweller, hissing from time to time. "Silence!" the Fore-dweller responds to your questions. "Can't you see all these wraiths driven mad with pain and hate? They're trying to rip out my soul."

Exploration ends.

151

You wander deep into the woods, farther than ever. You feel an ominous presence, but see no influence of wyrdness. This natural forest surprises you – it's bland and less lush, but also peaceful.

If you **don't have** the **"Gifts"** part **3** status, go to Verse 160. Otherwise, choose one:

- **Delve deeper into the woods** (pay 2 per Party member) – go to Verse 167.
- **Bribe a reluctant guide from the Sanctuary** (pay 3 Wealth per Party member) – go to Verse 126.
- **Leave** – Exploration ends.

152

Pale Lady is exhilarated with your return – she worried you got lost between worlds, as many months have passed since your departure. She asks if you have a pristine exemplar of the human laws, and you show her the chalice. Pale Lady extends her hand. "Give it to me," she orders.

- **Give her the artifact** – go to Verse 165.
- **Inquire about other options** (requires at least 1 part of the **"Truth"** status) – go to Verse 208.

153

The beast tells you it despises you. Your decisions and actions brought calamity on the island. Grovesoul will still help you because it realizes only you have the power to change Avalon. But justice must be served beforehand – a punishment for your crimes.

Resolve the special **"Grovesoul Punishment"** blue Encounter in Verse **67**.

154

You read about the founding of the Forest Sanctuary. A handful of people fleeing the wyrdness tried to find shelter under the menhir, but it was too weak to protect them. They encountered a priestess in the woods who told them to drag the menhir deeper into the forest and make their home there. They did as she said. Soon, she left, explaining she must visit a friend. No one has encountered her since then.

If you **have** the **"Legacy"** part **10** status, go to Verse 201. Otherwise, go to Verse 125.

155

Snow melts as it touches a silver box lying in the puddle of half-frozen water. You find warm stones inside radiating with magic.

Gain 2 Magic and the **"Lost Treasures"** part **1** status. Exploration ends.

160

Something tall appears from between the trees – it looks human, but with twigs instead of hair, walnuts instead of eyes, and thick knots of dried leaves instead of hands. Despite this, its skin looks like yours, and it wears brown armor. You ready your weapons, but the forest-man keeps his hands far from the axe hanging from its belt. Then, you notice a half-dozen desiccated heads hanging beside the weapon. The creature speaks: "Do not mind them – these are people who lost bets with me. And I'm not here to gamble. I have a gift for you, but I require something in return. If you don't want it, I won't bother you again."

Gain the **"Gifts"** part **3** status.

- **Offer your possessions** (pay 3 Wealth per Character and discard 1 Item) – go to Verse 173.
- **Offer your wisdom** (pay 1 Exp per Character) – go to Verse 173.
- **Offer a meal** (requires **Dagan**; pay 3 Food) – go to Verse 173.
- **Offer an artifact** (discard Secret card **3**, **38**, or **39**) – go to Verse 173.
- **Tell him you won't give him anything** – go to Verse 186.

162

If you win – go to Verse 170.

Otherwise – go to Verse 337.

165

The Pale Lady takes the chalice from you and looks upon it with fascination. She tells you she wasn't expecting such a powerful artifact, one capable of bending and rewriting entire worlds in its image, dripping with visions of great humans, their triumphs, and their failures.

"I know the one you call Arthur has also seen this cup, a thousand years ago. But he couldn't bring himself to steal it. It's curious that the cup decided to go with you of its own volition..."

She then explains she's going into the Heart of Tuathan, where she will unthread the aura of this item, extracting the laws of your long-dead world that could be replicated in a proper ritual. In the meantime, you must prepare the island for the ceremony. First, you must find tools with which to carve the wyrdstone – a long time ago, the Pale Lady met people near the Forlorn Swords in the south who used wyrdsteel and wyrdstone in their craft. To get there, you must go to the Devastation and head south from there. Then, she shows you the symbols you must carve on menhirs to bind them with the Weeping Watcher, the greatest menhir on Avalon. She wishes you good luck and leaves.

If you **have** Secret card **1**, discard it and gain the **"Decision"** part **1** status.

If you **have** Secret card **8**, discard it and gain the **"Decision"** part **5** status.

Then, discard Secret card **30** and the Fore-dweller model. Discard the Active Quest Pile; find and resolve the **Chapter 13**: **Part 4** Event card.

Exploration ends.

166

The air is stifling, and the darkness is even more overwhelming. You encounter fetid, dried piles of yellow slime, hair, and teeth. Some are the size of a fist; others as large as a horse. Finally, you reach a place with three bodies, crushed flat by some terrible force, so old only rags and shattered bones remain. Suddenly, the walls begin to tremble – you've got a bad feeling about this.

If you **don't have** the **"Riches of the Past"** part **8** status, gain 1 non-Companion Item, the Secret card **27**, and the **"Riches of the Past"** part **8** status. Then, roll a die. You may pay 1 per Party member to add 2.

Check your final result:

1-4 – go to Verse 200.

5+ – *You retreat from the darkness and emerge into fresh, wonderfully smelling air.* Exploration ends.

167

You delve deep in the forest. When you return, you remember almost nothing from your trip. Where exactly were you? Maybe it has something to do with your search?

Gain the **"Secrets of the Forest"** part **5** status. Exploration ends.

168

The traveler doesn't want anything to do with you – they didn't help you, or at least they don't remember doing so. You laugh at them – if a couple of silly deaths caused them to forget their reward, it's their loss, and your gain.

Each Party member loses all . Exploration ends.

169

"Could you believe this place was once a hideous marsh? Now, it's one of the few beautiful places left on Avalon, proving that even when all things seem to dwindle and perish, some things are only about to begin. If I could choose a place to rest forever, it would be here, between these glimmering trees."

Exploration ends.

170

Although monstrosities surround you, you force yourself to speak freely. They didn't attack, waiting for your move. You say you're here to trade and to know more about them. The Children of Morrigan whisper to one another. Then, with a gravelly voice, one says you can either leave or meet their goddess.

- **Leave** – Exploration ends.
- **Go and meet their goddess** – go to Verse 320.

171

You have decided, and there is no turning back now. You must forget about your past and focus on the future.

Gain all parts of:

- **"Fallen Wyrdhunters"** status,
- **"Great Deed"** status,
- **"Lost Apprentice"** status,
- **"Needed Supplies"** status,
- **"Past"** status.

Each Character gains 1 Exp.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 11** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

172

You open your mind and share your memories and experiences with the wild horse. It greedily soaks up all of this: the sights of far-away places, the plethora of human feelings, and its leg grows, slowly rising from the ground.

Gain the **"Chalk Horse"** part **1** status. Exploration ends.

173

The strange entity thanks you for your gift and offers you the knowledge you seek – or rather a piece of information, as it states that in this case journeying the right way is more important than journeying in the right direction. You find out that north of here, in the hills, lives Grovesoul, an ancient being, a personification of the forest. It was a friend of priestess Neante. It should help you if your deeds were passably good. The forest-man describes how to find Grovesoul. Then, it goes away, leaving you strangely but positively energized.

Gain the **"Secrets of the Forest"** part **4** status. Each Party member gains 1. Exploration ends.

174

One of the skulls catches your attention – two horn-like malformations protrude from its front. You hesitate, not sure if you want to examine it, but then you hear a whisper coming from the skull. You can't discern any words, but you decide to take it with you and have a closer look at it later.

Gain Secret card **69** and the **"Darkness"** part **7** status. Exploration ends.

178

"How could it be?" The Pale Lady exclaims and turns to you. "Many a time, my people tried to bury the enormous menhir which you can partly see in a place known as Weeping Watcher. It reemerges constantly, age after age."

Exploration ends.

179

The Pale Lady is glad you made the right decision. She hurries you, as you've already wasted much time.

Go to Verse 165.

181

You descend into a cellar in surprisingly good condition. Inside a rotted dresser you find some precious fibulae and other small items.

Gain the **"Lost Treasures"** part **4** status, 1 non-Companion Item, and 3 Wealth.

Exploration ends.

183

You can't Escape from this Combat, even as a result of the **"You Are Dying!"** card. You must fight to death!

If you run out of Combat cards during this Encounter, take all your Combat cards (from the Sequence and discarded ones), shuffle them – they are your new Combat deck and continue the Encounter.

If you win (or Enemy Runs Away) – go to Verse 730.

Otherwise, you die – see the **"Death and Insanity"** chapter of the rulebook for more information.

184

There is a sizable egg inside the nest. Until now, you wondered how to avenge your brothers and sisters in arms. You were sure you wouldn't be able to kill the legendary Black Drifter. Now, you have the answer. You can destroy its offspring!

- **Destroy the egg** – go to Verse 262.
- **The unhatched nestling has nothing to do with your vengeance** (requires at least 2) – go to Verse 316.

185

You draw forth two opposing powers – motionless cold and ever-changing wyrdness – and focus them on the traveler. Their body spasms, their mouth gapes in a scream, and their mind goes dark. When they are finally still, you work slowly, changing the way their body reacts to freezing temperatures. You don't know if the traveler will fully appreciate your work, but you're sure that they will be... astounded.

Each Character gains 1 Exposure. Gain Secret card **48**.

Exploration ends.

186

The forest creature is disappointed, but despite that, it tells you it understands your decision. As a parting gift, it leaves you strangely but positively energized.

Each Party member gains 1. Exploration ends.

187

If you **have** the **"Legacy"** part **1** status, go to Verse 344. Otherwise, read on.

You enter a room with well-preserved furniture of durable wood – it resisted the dampness and the cold, and was only slightly warped by wyrdness. You find some valuables and equipment inside.

Gain 3 Wealth, 1 non-Companion Item, and the **"Hidden Caches"** part **1** status. Exploration ends.

188

You enter the town exhausted, freezing, and full of hope. People welcome you cheerfully, happy you're alive. They tend your wounds and feed you with a heartening, hot broth. Some of the folks encourage you to visit the warmth healer and try his fiery brews that expel the remaining cold from your bones.

Each Character loses 2 Exposure, and gains 2 Exp and 2.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 2** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

189

Guards lead you through poorly lit corridors into an ornate chamber, where two dignified people sit on a platform – the king and queen in somber robes that make them look stern and unforgiving.

Go to Verse 203.

200

The walls begin trembling and clenching in a spiral manner. You run as fast as you can, stumbling on slime piles and trying to avoid being crushed to death.

Each Party member gains 3 and loses 6 reduced by their . Then, Exploration ends.

201

The village elder approaches the menhir and places a stone with a carved prayer under its feet. You ask her about the priestess. She tells you that the cleric is a legend, a good spirit from the Chalk Hill that represents the necessity of helping others. The elder is not sure if the priestess really existed, but she thinks that her inspiring story is what matters. Then again, several people in the past swore to gods they've seen her camp in the forest by the hill with a chalk horse.

Go to Verse 171.

202

Before you enter, the Grovesoul stops you again. It tells you there is a disgusting aura surrounding you and asks you to hurry so that it doesn't need to suffer your presence longer than required.

Go to Verse 91.

203

The queen tells you they have captured a strange creature recently. It claims it's a man named Lancelot, but it tells bizarre stories about lands without snow, and curses her people for not fighting wyrdness or "lighting" the menhirs, even though it is common knowledge you can't do anything about wyrdness, and that menhirs are just gnarly pieces of stone. It also tells strange stories about four-armed monsters that it was purportedly fighting.

The king and queen suspect this man is a wyrdspawn, but they don't want to make a mistake and kill it without a reason, even if it's insane. You are asked, or rather forced, to peer into this case and share your opinion.

Go to Verse 339.

204

You wanted to warm up your skills, but you'll respect the traveler's will. Your hands run here with a pouch full of diamonds and give it to the traveler.

Gain Secret card **40**. Exploration ends.

205

Snow and ice form an almost impossible shape – a large ring with only one edge, tilted in a way it should have fallen a long time ago. Your eyes hurt just from looking at it.

Each Party member gains 1 and 1 Exp. Gain the **"Mysteries and Visions"** part **3** status. Exploration ends.

206

"This was the heart of my city. Full of lifegiving wyrdness, full of possibilities and refined, beautiful souls. It could be anything we wanted it to be, but in the end, our imagination and preconceptions proved limiting. A long time ago, I hated this place, but I have to admit it was nothing like the pathetic, barren scenery you now see before you."

Exploration ends.

208

She is surprised by your question. "There are no other options. If you want humans to survive on Avalon, you must change the island's laws forever; erase every remnant of the old order. Otherwise, with time, the wyrdness will warp your race. And since there still won't be enough of it to sustain my race – Avalon will turn into a barren wasteland!"

- **Give her the artifact** – *She's right. This is the way.* Go to Verse 165.
- **Refuse to give her the artifact** – *You should speak with Mouths of Tuathan again.* Go to Verse 219.

209

You have made great preparations, but it's better to be safe than sorry. You wait for the right moment to go into the chamber where Lancelot waits imprisoned in a pit. There are rope-ladders in the room, so rappelling the man up isn't a challenge. But now, the real struggle begins – you must escape from the city with the severely wounded knight who is barely conscious, then travel through frozen wastelands to safety.

Each Character gains 1 Food, 1 Magic, and 2 Exp.

CONGRATULATIONS! You've completed your current Chapter. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 5** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

210

As you enter the dim light of crude oil lamps, Children surround you immediately. They must have been waiting since you stepped on the stairs.

If you **have** at least 3 or 4 , go to Verse 170.

Otherwise, go to Verse 302.

211

You perform a burial rite that should keep beasts and wyrdness away for a little longer. You're sure it was the right thing to do.

Each Party member loses 3 and gains 1 Exp. Gain the **"Lost Treasures"** part **6** status. Exploration ends.

213

You start heading down the spire, but then you notice a white column rising from somewhere in the Twisted Pathways to the east. And it's not smoke – it's steam! There may be a hot spring.

Gain the **"Mysteries and Visions"** part **5**.

Exploration ends.

214

"Humans... you often mistake molds for materials. They should have tried to repair the menhir made of wyrdstone, not to carve useless statues. Damn this black beast! It damages statues all over the island. I must repair them to succeed."

Exploration ends.

215

As you're approaching the nest, sudden pain and dread strike you. You want to curl up and hide.

Gain the **"Fallen Wyrdhunters"** part **3** status.

If **Fyul** has at least 3 or 2 , go to Verse 225. Otherwise, go to Verse 241.

216

A great, black wyrm scatters worms around as it emerges from the sand and rushes at you, jaws open.

Resolve the **"Sun-Starved Wyrm"** green Encounter (Difficulty 3). If you win, gain the **"Means of Survival"** part **1**. Exploration ends.

217

The countless arms cradle you, floating inches away from your body. The creature who call itself the Ever-dweller explains it was waiting a thousand years here. After you convinced it to give humans a chance, it focused on making sure this chance won't doom the Fore-dwellers. And to do that, it made this anti-menhir, one that instead of repelling wyrdness, draws forth wyrdness from its primal source in the realms beyond the stars.

However, every menhir requires a sacrifice. In this case, the reversed menhir could only be powered by one soul. The Ever-dweller ambassador sacrificed itself to create these strange statue, but its sentience remains within.

Now, it tells you that your centuries-long path is coming to an end. Soon, you will make a decision that will change the fate of Avalon. To help you reach this turning point, the Ever-dweller wants to bestow you with a gift.

Small tendrils of wyrdness touch your forehead, and you scream, flooded with vivid memories of previous heroes, and their knowledge. Soon, everything is over, and the statue pushes you away. As his parting words, the Ever-dweller asks you to consider the future of both species when you decide the fate of the island.

Each Character gains 2 Exp. Gain the **"Parting Gift"** status.

If you **have** the **"Decision"** part **3** status, go to Verse 229.

Otherwise, go back to Verse 224.

218

New memories flood your mind, pushing out pictures of your own life. Visions of countless hours of moving through the corridors of the Colony, of convoluted laws and lives of its people. It could be useful when rescuing Lancelot.

Gain the **"Liberation"** part **7** status. Exploration ends.

219

Pale Lady isn't happy, but she doesn't force you to hand over the Grail. "You can waste your time if you want to. But don't count on my help. Once you see I was right, find me in my spire." She turns and walks away.

Discard the Secret card **30** and the Fore-dweller model. Discard the Active Quest Pile; find and resolve the **Chapter 13: Part 5** Event card.

Exploration ends.

220

Cultists exit the cathedral, leaving you alone with the saints. Dread blooms in your heart, but you fight it off and approach the couple. They reach out and touch your forehead.

A terrible cold abruptly pierces your body. You can't move, as if your limbs and blood suddenly turned to ice. Saints start chanting in a language you don't recognize, and wyrdness rises from the ground, nearing you. You want to scream, but you can't. Then, there is only agonizing pain and longing for warmth. When it's over, you don't feel pain or emotions – the thoughts in your mind are clear as ice and soothing chill fills your heart.

Each Character gains 2 Magic, 2 Exp, and 1 Exposure. Gain the Secret card **48**.

Exploration ends.

221

As you approach the cottage, a man opens the door and halts you with an outstretched hand. Half his face is a ruin of disfigured flesh. He wears thick furs with a silver belt from which a vicious axe hangs. He demands to know why you trespass on his land.

Gain the **"Wilderness Encounters"** part **7** status. Resolve the special **"Offended Recluse"** blue Encounter in Verse **98**.

222

When the man no longer presents a problem, you dig up the chest. Its contents disturb you – small statues carved in ice, each with a desiccated human head. Their deformed features resemble the face of the man.

Each Party member gains 2 and 1 Magic.

Exploration ends.

224

Your muscles tense in the presence of the shifting statue. Wyrdness flows from between its countless arms while a halo of swirling eyes surrounding the stone-like head stirs the opalizing mist.

If you **don't have** the **"Dismay"** part **4** status, each Party member gains 1 Exp; gain the **"Dismay"** part **4** status.

Choose one:

- **Focus on wyrdness attraction** (pay 5 per Character; reduce this total cost by the sum of of all Party members) – go to Verse 253.
- **Focus on wyrdness production** (pay 5 Magic per Character; reduce this total cost by the sum of of all Party members) – go to Verse 308.
- **Focus on the statue changes** (pay 5 per Character; reduce this total cost by the sum of of all Party members) – go to Verse 289.
- **Analyze your findings** (requires the **"Decision"** part **3** status and either at least 2 parts of the **"Shifting Menhir"** status or the **"Parting Gift"** status) – go to Verse 229.
- **Follow the call** (only if you have the **"Legacy"** part **13** status) – *Something calls to you from within the statue. A warm feeling sprouts in your mind. The statue... welcomes you?* Go to Verse 233.
- **End your studies** – Exploration ends.

225

You won't break! These are only feelings, and you know they can't hurt you. You approach the nest and look inside...

Go to Verse 184.

226

The Fore-dweller enters the tower without hesitation and invites you inside. It's almost pleasant there.

If you **don't have** the **"Gifts"** part **1** status, go to Verse 254.

Choose one:

- **Rest for a while** (pay 1 per Party member) – each Party member gains 1 . Then, choose again.
- **Focus on your tasks** – Exploration ends.

227

You climb the tree and find that the golden objects are fleshy fruit, ripe with thick, fragrant juice, which resembles scarce mead.

- **Eat some fruit** – go to Verse 251.
- **Climb down** – Exploration ends.

229

The menhirs scattered around Avalon always stood solid, unchanging, and in defiance of the wyrdness. Each contained a small fragment of reality ruled by cold reason and fact. The Fore-dwellers peered into this reality, viewing it as their underworld — a cold, unchanging hell.

It appears this statue also contains a small fragment of another reality, but this one is even more chaotic and shifting than what you see on Avalon; a place of primal wyrdness and pure potential. If the small seed in regular menhirs could be expanded and manipulated, you wonder whether this shard of alien reality could be used in a similar fashion...

Gain the **"Decision"** part **4** status. Exploration ends.

230

You encounter rodents along the way, but pay them little attention. But as you go on, you encounter more — so many that they swarm you. You kill many, but in the end, you must flee. Maybe you've entered their nest?

Each Party member loses 1 and gains 1. Go back to Verse 331.

231

The woman leads you to a hall with a high ceiling inlaid with shining gems — it resembles a night sky. There are many slender, pale-skinned people waiting for you in silence. Suddenly, you hear words of acknowledgment inside your head, and gratitude overflows your heart. The woman explains in a weak voice that they all speak through their minds.

They feel a connection with you, and can, to some degree, communicate with you. The woman reveals a secret — many of their kind have gone mad and left Weeping Watcher. You know these vagabonds as Pilgrims. They boast the ability to conjure terrifying, painful visions. To keep you protected from their own kin, these people give you a fibula that Pilgrims should recognize.

Each Character gains 1 Exp. Gain Secret card **96**. Then, Exploration ends.

233

If you **have** the **"Parting Gift"** status, the call quickly fades; go back to Verse 224. Otherwise, read on:

At first, the call is only a barely audible echo in your mind. You have to force yourself to think about nothing, silence your every thought, to start hearing it. Finally, you understand: the statue wants you to come over.

Suddenly, wyrdness surrounding the monument parts before you, letting you get closer. The exposed part of the flickering statue solidifies, turning into an immovable wyrdstone block. The call wants you to touch it, so you take a step forward and then place your hand on the block. The voice suddenly gets so loud it almost splits your head. The statue says you've met before, a millennium ago. You bested it and forced it to give up on its mission.

As you hear this, the wyrdness closes around you, leaving you trapped in your small air bubble, as the statue extends its countless arms around you. Does it seek revenge?

- **Stay in the bubble** – go to Verse 217.
- **Leave the bubble** – go to Verse 271.

234

You stand over the grave of a nameless man, the only human remnant in this otherwise alien cemetery.

- **Pray for the lost soul** – each Party member loses 2. Then, Exploration ends.

239

"When there were no humans, my kind came here to find peace, die, and be reborn."

Exploration ends.

240

Resolve the special **"Distraction"** blue Encounter in Verse **138**.

241

Why did you decide to come here? Weakened by the menhir, you will be easy prey for the Black Drifter. You're sure it waits now in ambush for the perfect moment to strike. Suddenly, you discover you stand near the nest, and yet nothing terrible has happened.

Fyul gains 3. Go to Verse 184.

242

In the end, people decide to stay in Forest Sanctuary. The weather indeed grows worse, but if the people work together, they can prevail. And they will remember you for your part in this development.

Each Character gains 2 Exp and 3 Rep for each of the following:

- the **"Cracked Sanctuary"** part **3** status,
- the **"Cracked Sanctuary"** part **5** status.

Each Character loses 1 Exp and 4 Rep for each of the following:

- the **"Cracked Sanctuary"** part **2** status,
- the **"Cracked Sanctuary"** part **4** status.

Gain the **"Cracked Sanctuary"** part **6** status. If you're playing **Sloan** and you **don't have** the **"Great Deed"** part **4** status, go to Verse 327. Otherwise, Exploration ends.

244

You descend carefully and find yourself standing at the edge of an enormous, underground city. You notice movement within – you discern silhouettes of monstrous creatures – half-men, half-bats – children of Morrigan, cruel warriors that hunt people on the surface.

- **Retreat** – Exploration ends.
- **Try to communicate with them** – go to Verse 210.
- **Sneak into the city** – go to Verse 273.

245

As you approach the campfire, the furs move. Startled, you jump back and draw your weapon. A white bear roars, and you gag on its fetid breath. You're not sure how such a fearsome beast could have escaped your notice.

Resolve the **"White Bear"** green Encounter (Difficulty 3). It doesn't have the *Feint* Trait in this Encounter.

If you win (or Enemy Runs Away), go to Verse 122.

Otherwise, Exploration ends.

246

The door opens, and a twisted creature appears. Its bloodshot eyes stare at you, its teeth protruding from an elongated jaw drip with blood. The Warped One opens its mouth, and you hear strange, miserable sounds.

- **Attack** – go to Verse 303.
- **Listen to these noises intently** – go to Verse 439.

248

Suddenly, you find yourself immersed in roaring fire. You choke on the smell of burning flesh as pain envelopes your body. You're not alone – many others cry out alongside you as their faces melt in the heat of flames. You run – run as fast as you can, until you stand on snowy wastes again.

Each Party member loses 1, gains 2, and 1 Magic. Exploration ends.

250

The Fore-dweller doesn't respond – it sits at the edge of the pit and looks at the giant statue. The monster stands up after a while and says: "This island must be restored."

Exploration ends.

251

The fruit is sweet and filling. You feel invigorated after eating them. But when you try to gather more to take with you, they melt into a sticky, bitter slime – it seems you can only enjoy them here.

Each Party member gains 1 Food, 1 and loses 1. Exploration ends.

252

The initiation will take place in the cathedral, where the saints will bestow their blessing upon you. Magic, cold, and wyrdness will change your body, granting you the power of unerring logic. But the heat will always hurt you. They won't force you to accept their gift – it's your decision, as the pilgrimage was.

Each Party member gains 2 Exp. Gain the **"Initiation"** part **5** status. Then, choose one:

- **Accept their blessing** (this will modify Exposure rules!) – go to Verse 220.
- **Reject their offering** – *It sounds... somewhat evil.* Exploration ends.

253

The density of wyrdness in the statue's vicinity doesn't change, as if kept there by some force rather than attracted. You shift your focus to the wyrdness tendrils farther from the statue and confirm your assumption, as they don't move toward the shifting menhir.

If you **don't have** the **"Shifting Menhir"** part **1** status, each Party member gains 1 Exp; gain the **"Shifting Menhir"** part **1** status.

Go back to Verse 224.

254

The Fore-dweller asks you to come with it to the second tier. It reaches into one of the many holes in the wall and pulls a weapon out. The gap doesn't seem big enough to accommodate this item, but you're more concerned about the sudden rearmament of the Fore-dweller. But it tells you the weapon is a gift for you, so you can better perform your tasks.

Gain the **"Gifts"** part **1** status and the **"Runic Sword"** Item (if it's not available, gain 1 **"Weapon"** Item). Go back to Verse 226.

255

You sneak through the city's outskirts, evading enemies and snatching valuables along the way. You sneak past three heavily armed Children and come before a richly ornamented door.

Gain 3 Wealth.

- **Retreat from the city** – Exploration ends.
- **Open the door** – go to Verse 320.

256

People confiscate your animals, blaming their actions on the law. According to the custom, each first-time visitors must donate their animals to the farmers. They compensate you with food in return.

Discard the **"Riding Donkey," "Steadfast Palfrey,"** and **"Lucky Piglet"** Items. For each discarded Item, gain 2 Food.

If you're playing **Chapter 3**: **Part 3**, Exploration ends.

If you are in Location **206** or **286**, go to Verse 71. Otherwise, Exploration ends.

257

"Why am I even trying to help?" the Fore-dweller asks with a vicious tone. "You can't be trusted or relied on. I must have killed all of those poor folks because of your incompetence!"

Each Party member gains 1 . Exploration ends.

258

You ask about the plants growing on the sides of the Colony. People tell you they have managed to farm a strain of radish resistant to cold. If you want to buy seeds, they will sell them for a fair (in their opinion) price.

You may pay 4 Wealth. If you do, gain the **"Needed Supplies"** part **2** status and **Dagan** gains 1 Exp. Otherwise, nothing happens.

Then, Exploration ends.

259

As the Fore-dweller leads you through the forest, it tells you about the northern part of the island. If you follow an icebound river and go north from there, you will find two settlements – one is a towering, angular edifice inhabited by a lawful nation; the second is rather peaceful. Obviously, the Fore-dweller doesn't visit these settlements by itself. It is going in the same direction so it can go with you. It's strange, but you feel quite comfortable around this monster.

Soon, you're on the other side of the forest. You've marked the path behind you, so you will always find it again.

Attach Location **235** to the top of Location **225**. Place all Party members there.

Go to Verse 30.

260

Despite everything, you move into the storm. After a few steps, you forget what you were doing a while ago. Then, the visions come – visions of death and madness.

Each Party member gains 7 . Then, move all Party members to one chosen connected Location. Exploration ends.

261

You enter a room with a rotting floor – you catch a glimpse of gold beneath the planks. It looks like a brass fitting of a chest. You crouch to look at it, but then disgusting, giant moths fall on your head.

Resolve the **"Flesh Moth"** purple Encounter (Difficulty 2). If you win (or Enemy Run Away), resolve another **"Flesh Moth"** purple Encounter. If you win (or the Enemy Runs Away) again, go to Verse 305.

Otherwise, Exploration ends.

262

You drive your spear into the egg – dark blue, almost black, liquid spurts from the cracked shell. The weapon shaft in your hands grows warmer, and you feel the spear absorb the magic accumulated inside the egg. Your craving for revenge is satisfied. But you can't enjoy the moment – black wings appear on the horizon and quickly approach.

Fyul gains 2 Exp and Secret card **62**. Go to Verse 888.

263

You managed to banish Black Drifter, a merciless monster that was, until now, undefeated. You didn't kill it, but it fled from your blade. And you think that this deed is great enough to be immortalized in epic tales.

Sloan gains 1 Exp. Gain the **"Great Deed"** part **2** status. Then, if you have exactly 2 parts of the **"Great Deed"** status, go to Verse 510.

Otherwise, Exploration ends.

264

You spend time circling around (and inside) the monumental head. Local people ask about your work, but they don't interfere – you feel they know what you're doing and accept it as the right thing to do. When you're ready, you think you've done it – the atmosphere is different, although the change will only be obvious after several months or even years.

Each Character gains 1 Exp. Gain the **"Carving"** part **4** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

267

Turmoil under the menhir draws your attention. Two groups, the Expedition and the Stayers, argue loudly. The tension is palpable.

Place 1 Universal Marker on the **"Forest Sanctuary"** Location card for each of the following statuses:

- **"Legacy"** part **2**,
- **"Cracked Sanctuary"** part **3**,
- **"Cracked Sanctuary"** part **5**.

Remove 1 Universal Marker from the **"Forest Sanctuary"** Location card for each of the following statuses:

- **"Legacy"** part **9**,
- **"Cracked Sanctuary"** part **2**,
- **"Cracked Sanctuary"** part **4**.

If there are no Markers on the **"Forest Sanctuary"** Location card, go to Verse 329. Otherwise, go to Verse 242.

270

Discard the Active Quest Pile. Find and resolve the **Chapter 13: Part 3** Event card. Exploration ends.

271

You break away, jumping back through pure wyrdness and the statue's ethereal arms. Even the short contact with them burns like white iron and leaves a lasting mark.

Each Party member loses 1 and gains 1. Go to Verse 224.

272

You learn the story of Avalon, and more precisely, of this place – the Grudgestone, as it was called in the past. People used it to write land deeds, crimes, punishments, and legal deals. The tradition was sustained for hundreds of years, until the wyrdness claimed most of the island, and frost finished its work.

The number of inscriptions decreased from year to year. Only the most resilient people still journeyed here. The last inscription on the stone was made by Aderyn, the wandering storyteller, who wrote about the birth of Sloan, the descendant of Bryn.

There are more recent inscriptions, but carved instead into the ice pillars near the stone. They describe the recent history of the island and the study of texts from the Grudgestone.

If you **don't have** the **"Clues"** part **5** status, each Party member gains 2 Exp; gain the **"Clues"** part **5** status.

Otherwise, Exploration ends.

273

Roll a die, add your and (in a Party use only the minimum values). Check your final result:

1-7 *You were spotted!* Go to Verse 337.

8+ – go to Verse 255.

275

"Still looking for knowledge? Good! The burden of an important choice rests upon your shoulders – one that will decide the fate of the island, and your entire world. We won't tell you which decision is right – we don't judge, we only teach. But right now, you have three options. You can return Avalon to the rule of wyrdness, as it was before humans landed here. You can transform this place into a mirror image of your lost Homelands – you already have the exemplar of the pristine laws of human reality that could achieve that. Or you can try to keep the balance and leave this place as it is now. In each case, you must do something about menhirs – as they are now, they only contribute to the slow death of the island."

- **You choose to return the island to wyrdness** – go to Verse 70.
- **You choose to stabilize the island** – go to Verse 110.
- **You choose to follow the Pale Lady's guidance** – go to Verse 304.

279

The Fore-dweller turns to you abruptly as if it just remembered something. "Rescue him," it speaks in a commanding tone, "or I'll have to do it, and it won't be pleasant for anyone involved. Lancelot reappearing now after all these years is a miracle we can't let go to waste. Not to mention he might be the last decent human on Avalon. You have two days to free him peacefully, before I take the matters into my own hands." Then, it turns away and leaves you.

Exploration ends.

280

The strange man apologizes for his burst of anger and invites you inside. He treats you to a hot meal and lets you warm yourself by the fire. As you rest, he suddenly stands and tells you that he is embarking on a journey and will say a kind word about you on his way.

Each Party member loses 2 Exposure, and gains 2 Rep and 1 Food. Then, Exploration ends.

281

You plow through debris, trying to make your way deeper into the cellars. Eventually, the corridor is so cluttered that you can't move on – you must go back.

Each Party member loses 1. Go back to Verse 331.

282

"It was once a filthy borough at the feet of Kamelot, which flourished into a splendorous town, then collapsed like everything else on Avalon. Sometimes I come here to speak with the only resident left."

You ask about the inhabitant, but the Fore-dweller is silent.

Exploration ends.

283

You accept her quest. She sighs with the disturbing sound of air escaping her headless neck. She writes that you won't regret helping her. Then, she describes her head – black and gray, with distinctive spiral tattoos and pale lips. She feels that the head should be somewhere far south from here. Suddenly, you recall that a singer from Mangrove Huddle looks just like Morrigan described...

Gain the **"Missions"** part **7** status. Exploration ends.

New Task: Go to Mangrove Huddle and retrieve Morrigan's head. You don't have to go there right away; you'll probably stumble upon your settlement in the future.

285

If you **have** the **"Carving"** part **4** status, you already did your work. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

Otherwise, you may pay 4 per Character to start carving:

- if you **have** the **"Decision"** part **2** status, go to Verse 291.
- if you **have** the **"Decision"** part **3** status, go to Verse 264.

If you can't pay the cost (or don't want to), Exploration ends.

286

"Wait a moment," the woman says slowly. "You resemble someone I read about. Could you tell me the names of your ancestors?"

You recall some names from the past, and the woman seems exhilarated. "It's probably you! Descendants of the heroes who helped with settling a town near this stone a thousand years ago. I may be wrong, because many of the inscriptions contradict one another, but a reward has been waiting far too long." She is so moved, you can't force yourself to stop her and ask for more explanations. "It's funny no one had found it before, as it was clearly written where the treasure was hidden. I cherished this small treasure, waiting for someone deserving of it." She asks you to wait and returns with a small box of weathered oak – inside, you find several ancient coins and a beautiful talisman that has been recently polished.

Gain 4 Wealth and the Secret card **22**. Exploration ends.

288

You climb the tree, feeling its rubbery bark under your hands. You touch one of the fruits that melts under your touch. Up-close, these fruits have a golden sheen. You bite into remnants of, what's surprising, fragrant pulp. Immediately, visions of your death flood your mind – you're impaled to the tree with a vicious spear, you die on plains covering the retreat of your friends, you die in the darkness. You wake up on the ground, filled with dark power boiling under your skin.

Each Party member gains 2 , loses 1 , and gains 3 Magic. Exploration ends.

289

You carefully study the changes happening to the statue, trying to count the number of its limbs and eyes and analyzing the anatomy of its face. Why all those eyes follow your movement? Why its smile is getting bigger and bigger? Did it have these teeth before?

Each Party member gains 2 . Go back to Verse 224.

290

Each Character gains 1 Exp. Gain Secret card **68**.

"Finally, you have the tools and knowledge needed to alter menhirs. All you must do now is to visit and modify each of them.

The journey, however, should be much easier now your experience in channeling the magic to disperse wyrdness has grown over the past months of traveling. You feel you can do it with minimal effort."

Hint: Tampering with menhirs may attract Black Drifter, so it would be wise to start gathering allies on your way – it depends on your choices, but you may have friends in Forest Sanctuary, Weeping Watcher, Howling Nest, or Last City.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 14** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

291

You spend hours carving new symbols on the surface and inside the monumental head. People look at you but say nothing – you feel that they know what you're doing and don't mind it. After your work is done, one of the local mages approaches you, and thanks for your efforts.

Each Party member gains 2 Rep and 1 Exp. Gain the **"Carving"** part **4** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

298

Something jumps out at you from the snow.

Resolve the **"Frozen Wyrdness"** purple Encounter (Difficulty 3). Exploration ends.

299

When you wake, you find that the man died of exhaustion and cold. He left a message for you, written in the snow with stiff finger: "You're the worst scum of Avalon."

Each Party member gains 1 . Gain the **"Missions"** part **2** status. Find and resolve the **Chapter 2**, **Part 5** Event card. Exploration ends.

300

You find a pole stuck in the snow. You've seen something like this before – these sticks were used to mark trails. But you can't spot another one, and you're not sure if following this lead is a good idea, as it would require relying not only on your senses but also intuition.

- **Focus on the tracks** (pay 3 per Character and 2 Magic per Character) – go to Verse 322.
- **Focus on something else** – go back to Verse 90 and choose another option.

301

At the back of the chamber, you find a small staircase leading up to the surface. There is a heavy stone slab at the end of it, but you somehow manage to lift it up. It closes behind you with a loud crash. You don't think that you will be able to lift it from this side.

Exploration ends.

302

Resolve the special **"Frightening Conversation"** blue Encounter in Verse **162**.

303

You charge at the beast, which defends itself without ardor.

Resolve the **"Warped One"** purple Encounter (Difficulty 3). Start the Encounter with 4 markers in the Combat Pool. If you win, go to Verse 355. Otherwise, Exploration ends – don't place the Guardian on the map.

304

"If you made this decision already, why bother coming here to tell us that? Go, find the Traitor, and give her the otherworldly artifact."

Discard the Active Quest Pile. Find and resolve the **Chapter 13: Part 6** Event card. Exploration ends.

305

You brush off the greasy dust and start breaking through floor planks. You uncover an old chest with some gold coins and crumbling papers.

Gain 3 Wealth and the **"Hidden Caches"** part **1** status. Exploration ends.

307

You spend a long time planning the escape, looking for unlighted corridors, guard patrols, and alternative routes.

Gain the **"Liberation"** part **3** status. Go back to Verse 34.

308

Wyrdness sometimes sinks in shifting crevices of the statue, but you're almost sure that more of it flows out. You notice that places touched by wyrdness become stable for a moment as if they give away their ability to change. Maybe the wyrdness feeds on it?

If you **don't have** the **"Shifting Menhir"** part **2** status, each Party member gains 1 Exp; gain the **"Shifting Menhir"** part **2** status.

Go back to Verse 224.

309

Your journey between menhirs wasn't a short one, but you managed in the end. The time of your rest is getting closer.

Hint: If you haven't gathered your allies yet, it's a suitable time to ask them for help before attempting to finish your last quest. It depends on your choices, but you may have friends in Forest Sanctuary, Weeping Watcher, Howling Nest, or Last City.

Each Character gains 1 Exp.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 15** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

310

"I despise this place, and I always have. Once, unlawful and quarreling villages, now a frigid, forgotten river. But it's the only way west, toward the broken druidic circle and my hometown."

Exploration ends.

311

Two skinny men wave at you – you think they belong to the Stayers, the camp that doesn't want to move deeper into the forest. They tell you that the Expedition, the second camp, is much stronger and has better equipment. People are almost convinced by them. The men ask you for support.

Go back to Verse 3 in the Forest Sanctuary Exploration Journal (**238**).

Hint: You have gained the required information, and now you can go back to Colony.

312

You recall the events in Forest Sanctuary. There is no threat of war or raids, they have internal problems focused on the survival of their settlement. One of the guards departs to contact their sergeant and returns, confirming your information fits the one obtained by their spies. You are admitted into the Colony.

Each Character gains 2 Exp.

If you are in Location **286**, go to Verse 189.

If you are in Location **206**, go to Verse 409.

313

A snowstorm is raging around the area – the wind is so cold and strong that it doesn't look natural. You don't feel like you can pass through it.

- **Leave this unwelcoming place** – each Party member loses 1 . Move all Party members to one chosen connected Location. Exploration ends.
- **Push through regardless of the conditions** – go to Verse 592.

314

It seems that some of the Stayers decided to join the Expedition instead. Half a dozen folks gather resources to embark on the journey into the woods.

Gain the **"Cracked Sanctuary"** part **4** status.

If you're playing **Chapter 8**, go to Verse 267. Otherwise, Exploration ends.

315

The north isn't safe to travel. People there associate you with Lancelot, and will interrogate you if you're caught. You should let time do its work and not tempt fate. You're sure that later you will be able to convince them that Lancelot was indeed a creature of wyrdness that bewitched and manipulated you.

Go back to the start of the Twisted Pathways (**225**) Exploration Journal and make another choice.

316

The egg didn't hurt anyone the guilty one is the Black Drifter. You decide to confront the monster, but you also accept that you probably won't be able to harm it. Still, you'll do whatever you can to make it pay.

Fyul gains 1 or 4 Exp. Exploration ends.

317

You observe as the menhir repels wyrdness. It's a beautiful sight. You start thinking about all the animals that will move freely through the woods again. Then, it strikes you all the woods will also be available for the hunters from your town. You must share your knowledge with them, so they can extend their hunting grounds to Icicle Forest and Twisted Pathways.

Dagan gains 1 Exp. Gain the **"Needed Supplies"** part **3** status. Exploration ends.

Hint: If you **have** 3 parts of the **"Needed Supplies"** status, it's a good idea to share your discoveries in Mangrove Huddle.

318

You recall that you were here about fifty, maybe sixty years ago, during your previous life. You were guiding a woman who wanted to know about the past of her cursed family. You led her here, but she didn't have money to pay you for the return journey. So, you left her here, laughing at her. And now, her wyrdness- and frost-afflicted body lies shattered in the dark red snow. You won't redeem yourself now.

Niamh gains 4 and 1 Exp. Gain parts 2 and 3 of the **"Past"** status. Go back to the start of the Stone of Memories Exploration Journal (**242**) and make another choice.

319

You notice a weathered symbol on one of the portal frames it resembles a cup, something that Lancelot mentioned earlier. All tunnels look the same, so you might as well choose this corridor.

Go to Verse 408.

320

A fair-skinned woman sits on the throne she has unnaturally long toes poking out from under the edge of her velvet, black dress. Hands with sharp nails rests on her lap. Then, you notice she doesn't have a head, and if she were standing, she would be twice as tall as you. To your surprise, she isn't dead she stands, and with a wave of her hand, she dismisses her savage entourage. You are left alone with goddess Morrigan.

She walks up to you, crouches, and starts scratching the stone floor. She writes down a request for you to find her head, missing for several hundred years.

Gain the **"Horrors"** part **8** status.

- **Demand more information** – go to Verse 405.
- **Accept her quest** – go to Verse 283.
- **Decline** – go to Verse 428.

321

You try to sneak into the Colony, but it's difficult to hide on the snow. You are spotted. Guards pursue you, shouting and cursing after you. You have no choice but to flee.

Each Party member loses 1 and 2 . Exploration ends.

322

You follow almost invisible clues snow-covered poles, unnatural snowdrifts, and your own intuition. Finally, you find an entrance to a hideout dug in a small hill. There are some bedrolls and crates inside. You search through everything and find a stash of well-preserved rations, as well as four strange wyrdstone amulets, each a part of a larger statue. There is also a parchment along with them, explaining everything you need to know. They are supposed to be pieces of some old, portable menhir that helped ancient heroes navigate the wyrdness-covered lands. Unfortunately, they turn inert after some time, and to reactivate them, you need to imbue them with magic from any Fore-dweller artifact. Until now, you thought Fore-dwellers were just a legend! How could you find an item that belonged to them?

Gain 2 Food (1-2 players) or 3 Food (3-4 players). Each Party member loses 2 . Each Character gains 2 Exp.

Remove Location **201** from the game and replace it with Location **221**. Discard the Active Quest Pile. Find and resolve the **Chapter 1**: **Part 4** Event card. Remember not to change the structure of the rest of the Event deck. Exploration ends.

323

Fortunately, your actions didn't damage the menhir permanently, and only impeded it for a moment – you hope the horse had enough time to break from the chains of reality. Then again, the atmosphere in Forest Sanctuary shifted. Tinkering with the statue openly in the center of the village won't be forgotten by the people of the Forest Sanctuary.

Each Party member loses 2 Rep and gains 1 . Gain the **"Chalk Horse"** part **4** status. Exploration ends.

324

The shapeshifter looks exactly like you – they grab a bag lying near the door and run, shouting that you'll be destroyed. You don't have the power to stop them, and they disappear in the wyrdness.

Gain the **"Horrors"** part **3** status. Then, Exploration ends.

325

The beast was guarding a small chest...

Gain 4 Wealth, 2 Magic, and the **"Wilderness Encounters"** part **5** status. Exploration ends.

326

You prepare torches, ropes, and charcoal for marking corridors. Then, you enter the darkness. After hours traveling through claustrophobic insides of the hill, you discover the ruins of a large building wedged between two enormous rocks that stopped the mass of soil from flattening the structure. You step in – crushed skeletons lie everywhere, wrapped in formerly elegant robes that are now decayed rags.

If you **have** the **"Legacy"** part **12**, go to Verse 352. Otherwise, go to Verse 369.

327

You were one of those who molded this community into its current form. You will be a part of their stories forever – maybe as a wise man, maybe as a shady villain, or a generous outsider. But you'll be there, and that's what matters.

Gain the **"Great Deed"** part **4** status. Then, if you have exactly **2** parts of the **"Great Deed"** status, go to Verse 510. Otherwise, Exploration ends.

328

Discard the Active Quest Pile. Find and resolve the **Chapter 13: Part 2** Event card. Exploration ends.

329

In the end, people decide to leave the freezing village and find a new home in the Whispering Forest. A few dwellers decide to stay, too scared to leave. You certainly will be remembered for your part in this development.

Each Character gains 2 Exp and 3 Rep for each of the following:

- the **"Cracked Sanctuary"** part **2** status,
- the **"Cracked Sanctuary"** part **4** status.

Each Character loses 1 Exp and 4 Rep for each of the following:

- the **"Cracked Sanctuary"** part **3** status,
- the **"Cracked Sanctuary"** part **5** status.

Gain the **"Cracked Sanctuary"** part **7** status. Remove Location **238** from the game and replace it with Location **258**. If you're playing **Sloan** and you **don't have** the **"Great Deed"** part **4** status, go to Verse 327. Otherwise, Exploration ends.

330

Suddenly, Forest Sanctuary comes to your mind. You wonder what is happening in this troubled settlement.

Exploration ends.

New Task: Some time has passed since your last visit to the Forest Sanctuary. You should check this place later.

331

You descend into the underground. Disturbing the thick layer of dust reveals the tracks of inhuman paws and slithering creatures. Torchlight reveals three corridors leading into darkness.

If you **have** 2 or more , go to Verse 319.

Otherwise, choose one:

- **Pick first corridor** – go to Verse 281.
- **Pick the second one** – go to Verse 408.
- **Pick the third one** – go to Verse 230.
- **Leave** – Exploration ends.

332

You break down the door and dash inside. You hit something soft that falls to the ground. It appears to be a strange creature – a humanlike pig. The beast stands up and attacks.

Gain the **"Darkness"** part **1** status.

Resolve the **"Reclusive Pigman"** green Encounter (Difficulty 2). It does not have the *Rush* Trait in this Encounter. If you win (or Enemy Run Away), go to Verse 372. Otherwise, you flee and Exploration ends.

333

You squirm between dense roots when you see a tall figure clad in armor trying to lift a fallen tree. You notice that this warrior has four arms — it must be the horror that was chasing you right before you escaped into the snowy wastes! You make to retreat, when the head of the monster turns into your direction, ignoring the limits of a human body. "Help me, heroes," it says with a blank voice. You notice the monster is trying to set free a man in shackles pinned under the tree. Two of the warrior's arms lift the trunk while the other two pull the man. "Take this poor man to the human settlement to the south. Then, meet me here. I will compensate you for your trouble." You hesitate for a moment, but you feel that this figure doesn't mean you any harm. Also, the monster dwells in the Twisted Pathways, so it'll be better to be on good terms with it if you want to cross this area.

Each Character gains 1 Exp. Gain the **"Wilderness Encounters"** part **4** status and Secret card **12**. Discard the Active Quest pile. Find and resolve **Chapter 2: Part 3** from your Event Deck. Exploration ends.

334

You share how to relight menhirs with the elder and those who want to listen — mostly hunters. You give them seedlings of plants resistant to cold. You tell them about Icicle Forest's hunting grounds. You've done everything you can — the survival of Mangrove Huddle doesn't rest on your shoulders anymore. The people are thankful, and the local smith gifts you with a masterwork hook — a tool and a weapon, to help you on your journey.

Dagan gains 1 Exp and Secret card **35**. Gain the **"Means of Survival"** part **9** status and the **"Needed Supplies"** part **4** status. Exploration ends.

335

Rumors about forest dangers spread around the settlement. Some of the hesitant folks turn their views in favor of staying in Forest Sanctuary. Living in familiar hardship is better than going into unsure prosperity.

Gain the **"Cracked Sanctuary"** part **5** status.

If you're playing **Chapter 8**, go to Verse 267. Otherwise, Exploration ends.

336

If you **have** the **"Legacy"** part **12** status, go to Verse 370. Otherwise, read on:

You spend some time trying to understand the diagrams and find out that they describe how to dispel an illusion. A fragment of a wall disappears, and you discover a small box full of crumbling papers.

If you **don't have** the **"Hidden Caches"** part **5** status, gain 4 Magic and the **"Hidden Caches"** part **5** status. Then, Exploration ends.

337

Monsters grab you ruthlessly and tie you up. They drag you somewhere, through the darkness — you've no idea what is going on. Then, they toss you to the ground, and you find yourself before a high throne.

Each Party member gains 1 and loses 1 .

Go to Verse 320.

338

You emerge from the Undercastle, exhausted physically and mentally. You leave the walls of Kamelot and breathe frigid air that smells of freedom and sanity. You notice a lone figure on the cliff — it's Lancelot, who raises his hand and walks toward you. He doesn't spend much time on greetings, instead leading you to the forest, where Pale Lady is unskillfully butchering a boar. She approaches, tossing the quarry away, checks the Menhir Rites, and tells you that this should be it, but you must verify if they work correctly. Lady has prepared some artifacts that will bring you to a certain menhir she wants to try the rites on — she hands you a scroll that leaks shadow, gathering in dark spots on the white snow around you. Pointing at the boar's carcass, she tells you to take the food, and read the scrolls aloud.

Each Party member gains 2 Food and 1 Exp. Discard all Locations from the play area and place Location **235** in the middle of the play area. Move all Characters there and go to Verse 417.

339

This time, you are led toward a prison chamber with deep pits for keeping prisoners. The man is held in one of them, the only one that is well lit and occupied. The man curses the guards, shouting that Arthur will come and behead them for their crimes. He somehow looks familiar, as if you've met him before. And the name "Arthur" evokes some deeply buried memories. Your mind drifts away. You feel as if you're dreaming someone else's dream — you see the Lancelot in a weird, shifting city, as he's falling into a maw of wyrdness, flailing his arms... You are woken abruptly by the guards, who drag you away from the pit and shout that the beast hypnotized you. The guards show you a way to the dark, warm room, where you fall asleep at once.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

340

"My Lady?" Lancelot asks. "You look... different."

"And you look exactly the same as a thousand years ago, Lancelot," the Fore-dweller replies. Then, they start a conversation that you cannot entirely comprehend – but you understand that the monstrous Fore-dweller is apparently the Pale Lady, a legendary figure from the past, the traitor of her race, and the savior of humankind. The man is Lancelot – a friend of King Arthur, one of the original knights who came here from the Homelands.

Eventually, Lancelot turns to you and asks if you would help him recover Menhir Rites from Kamelot – to restore menhirs to the state he remembers them in, and to save Avalon from its current misery. The Rites will also help you pursue your personal mission, as they will enable easier travel throughout the island.

For now, you are a wanted fugitive in the north, so you can only access the castle from the south, scaling the cliff near the Desert Hideout. The Fore-dweller, or rather the Pale Lady, tells you she will repair the ancient machinery leading up there. She takes the wounded knight with her, gives you several magical trinkets, and leaves, saying that she will be waiting under Kamelot's walls.

Gain the **"Means of Survival"** part **4** status. Discard the **"Wounded Lancelot"** Secret card (**81**). Each Character gains 2 Magic.

Go to Verse 330.

341

The room is in disarray. A shattered stone coffin lies in the center, covered in something that might be blood or feces. Vulgar slogans adorn the walls, insulting knights, Arthur, and the gods. The dismal aura of this place fills you with dread and disgust, but also with some strange energy that appears to seep from the shattered sarcophagus.

Each Party member gains 1 and 1 Magic. Go to Verse 301.

342

You enter the crumbling building after the wry creature, stepping over a dead fox carcass. You notice cloth and wooden toys scattered on the dirty floor. The Warped One lights a fire under a stove and starts making a soup, tossing frozen vegetables and meat into the pot. Soon, you eat with the monster, which is far more human than most people you know. When you take your leave later, it invites you to come again.

Each Party member gains 2 , 2 , 1 Exp and loses 1 Exposure. Gain the **"Friends"** part **1** status. Then, Exploration ends.

343

You find a house that doesn't bear signs of looting. You enter it and start searching around.

If you **have** 3 or more or 4 or more , go to Verse 371. Otherwise, you were probably wrong, and this place has nothing of your interest – go back to the start of the Haunted Town Exploration Journal (**227**) and make another choice.

344

You have a feeling, similar to when you saw Lancelot, that you know this house, that you have been here before. You go toward the place where there should be a cache. You pry some planks in a corridor and find a well-preserved chest.

Gain 2 Magic, 2 Wealth, 1 non-Companion Item, and the **"Hidden Caches"** part **1** status. Each Party member loses 1 . Exploration ends.

346

A faint sound comes from behind the door as if something is waiting on the other side. You catch a glimpse of a red eye in one of the cracks between the boards.

Go back to Verse 361.

347

"Since time immemorial, everything that left Tuathan flowed through us, falling into the sea. We belched out the city's filth, but also its magic and weird, half-born powers. We are Tuathan's faces, and the city we stand for was a silent witness of everything that happened on this island. Detached from all conflict, free of emotion, the city gathered vast knowledge. Now, we help it share its wisdom with those who are willing to listen, for the right price."

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).

348

You grab a fruit, smudging your hand with sticky juice, and bite into it. It tastes delicious, but the sensation is so intense that you lose consciousness.

Each Party member gains 1 Food and 1 Magic, and Passes for the rest of the day. Exploration ends.

352

It must have been a palace, like one from the legends. Some golden ornaments and ancient equipment remain. If this place weren't so dark and frightening, you would like to spend more time here.

Gain 3 Wealth. If you **don't have** the **"Riches of the Past"** part **1** status, gain additional 3 Wealth and 2 non-Companion Items; gain the **"Riches of the Past"** part **1** status. Then, Exploration ends.

355

The monster's blood quickly freezes and forms small, red icicles. You step over its body and search the house. Unfortunately, there isn't anything of use – only cloth dolls, crudely carved horses, and a rusty pot.

Exploration ends.

361

You follow the strange, square tracks that might have been left by wooden shoes, but they also seem animalistic. The trail leads to the closed door made of nailed boards, elements of armor, and strange vines.

If you **have** 3 or more , you may go to Verse 346.

- **Slowly open the door** – go to Verse 413.
- **Charge into the room** – go to Verse 332.
- **Knock on the door** – go to Verse 480.
- **Leave this place** – go back to the start of the Undercastle Exploration Journal (**260**).

369

It must have been a palace, like one from the legends. You stroll through its dead corridors, finding gold ornaments here and there. Then, you find a door partly covered with a cracked boulder. On the other side, you see a small room with a skeleton inside. The walls are covered in writings full of hate and vengeance – they describe how a woman, named Siobhan, wanted to collapse Kamelot by weakening the structure of the cliff, burning Crow's Nest to the ground, and conquering Timberwall. She planned to steal all menhirs from the island and make an impenetrable wall protecting Farshire from wyrdness. All those unknown names and madness hidden between words dull your mind, and you leave this dark place knowing that you won't forget its grim secrets.

Each Party member gains 3 and 3 Wealth. If you **don't have** the **"Dismay"** part **7** status, each Party member gains 2 Exp; gain the **"Dismay"** part **7** status. Exploration ends.

370

You spend some time trying to understand the diagrams and find that they describe how to dispel an illusion. Inside is a box with a worn-down inscription starting with "S," but the rest is unreadable. You find jewelry, the most beautiful you've ever seen, and a small desiccated head that looks like it shouldn't be here.

Each Party member gains 1. If you **don't have** the **"Hidden Caches"** part **5** status, gain the **"Desiccated Advisor"** Item (if it's not available gain 2 Magic), 5 Wealth, and the **"Hidden Caches"** part **5** status. Then, Exploration ends.

371

A tarnished inscription adorns a bar in the house. You try to decipher it and find out that someone has signed your name on it. You tinker around this bar and manage to pry it open. You discover a fat sack full of gold and an old letter that crumbles in your hand. The only readable part says: "...forgive me. I wasn't able to find you, so I've hidden..."

If you **don't have** the **"Hidden Caches"** part **6** status, gain 6 Wealth and the **"Hidden Caches"** part **6** status. Exploration ends.

372

You step over the pig's body and search its home. You find some disgusting yet edible food, some trinkets and, what's surprising, a book. Unfortunately, its pages are filled with scribbles made of blood and charcoal, and they don't make any sense.

Gain 2 Wealth. Each Party member may gain 1 to gain 2 Food. Exploration ends.

373

"There is nothing on this island that remembers how a true human looks like, not to mention humanity's past. But there is a place outside the island that remembers. Far away from here, in the northeast – beyond the forest that barely belongs to Avalon."

If you have removed Location **238** from the game and replaced it with Location **258**, go to Verse 400. Otherwise, go to Verse 390.

374

The elder takes the relic offhandedly, as if it's a simple chalice. He looks at it carefully and scratches its surface with a yellow nail. He tosses it back to you. "You have my gratitude, hero." Then he leaves without a word, disappearing between the trees.

Each Character gains 2 Exp. Discard the Secret card **1**. Gain the Secret card **8** and the **"Gifts"** part **6** status. Exploration ends.

376

Something is not right. If the Fore-dwellers desire annihilation, why do they stick so close to this statue and the wyrdness, instead of dying? You start to suspect that the Pale Lady is mistranslating their words or lying. You should learn more about your options for saving Avalon before you make an irreversible decision.

Go back to Verse 4 in the Last City (**209**) Exploration Journal.

380

Shattered clay bowls litter the floor. From the old soot on the walls, you presume that these must have been primitive oil lamps. Unfortunately, all rooms you encounter on the way are empty or collapsed. And, in the end, a stone wall blocks the corridor. You must go back.

Roll a die and add your . Check your final result:

1–5 – *You fail to notice some loose stones in the floor. You fall on the sharp clay shards.* Each Party member loses 1 .

6+ – Nothing happens.

Then, go back to Verse 408.

382

You move between spiderwebs, trying not to touch them.

Roll a die and add the lowest value in the Party. Check your final result:

1–5 – *You touched the webs with your torch...* Each Party member loses 1 . Go to Verse 414.

6+ – *You manage to dodge bigger strings of webs.* Go to Verse 447.

385

You perform the ritual, chanting strange words, and spraying pillars with your blood. To your amazement, the stones rise and start floating and rotating slowly. It may just be your imagination, but you think that the area became... friendlier?

Remove Location **241** from the game and replace it with Location **261**. Each Party member gains 2 Exp.

If you're playing **Sloan** and you **don't have** the **"Great Deed"** part **3** status, go to Verse 451.

Otherwise, Exploration ends.

387

You approach the strange woman – you know her! Once, you lead her here, so she could learn about her family and its curse. She couldn't have paid you for the journey back, so you abandoned her... You notice hatred in her eyes – she recognizes you too, but doesn't say anything. You apologize, knowing that it won't change anything. You don't ask for forgiveness, as you know you don't deserve it. You only ask if there's anything you can do for her.

She tells you that the only thing you can do is to stop coming back to the island. She's read the Stone of Memories and knows how many times you've returned under different names, in various times. It's time to die once and for all.

It seems like a good idea – dying. Nothing so far could kill you for good, but there's always this strange Fore-dweller city, Tuathan. You believe your definitive answer might lie there.

Niamh gains 1 Exp. Gain the **"Past"** part **2** status. Go back to the start of the Stone of Memories Exploration Journal (**242**) and make another choice.

388

This site is marvelous – the hot spring in the middle of nowhere is like an unexpected festival. You rest, warming your legs in the water and forgetting about your quest for a moment.

Each Party member discards the Exposure Marker. Exploration ends.

389

Lancelot opens his eyes and screams in terror, trying to get away from the blood-soaked four-armed monster. But when the Fore-dweller speaks, the man freezes in disbelief. "My Lady?" he asks. "You look... different."

"And you look the same as a thousand years ago, Lancelot," the Fore-dweller replies. Then, they start a conversation that you cannot fully comprehend – but you understand that the Fore-dweller monster is apparently the Pale Lady, a legendary figure from the past, the traitor of her race, and the savior of humankind. The man is Lancelot – a friend of King Arthur, and one of the original knights who came here from the Homelands.

Eventually, the Fore-dweller (or maybe you should start calling her the Pale Lady?) turns to you and tells you that she will lead you to Kamelot, where you have to find Menhir Rites – an ancient text about relighting menhirs. The future of Avalon depends on these rites, and they will enable you to travel easily through the island, pursuing your personal mission.

Gain Secret card **30**. Place the Fore-dweller model in Location **296**.

Go to Verse 330.

390

"The last one that has reached this place was a priestess, around four hundred years ago. She was living in the woods known as Forest of Whispers. Maybe there lie your answers."

If you're playing **Chapter 10: Part 1**, discard the Active Quest Pile, then find and resolve the **Chapter 10: Part 3** card. Otherwise, nothing happens.

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).

391

In the end, you manage to explain that they have taken you for someone else. The inquisition departs without a word, leaving you bruised and miserable. You remember a foul fetch from the cliff and his promise to destroy your lives. He was almost successful.

Gain the **"Horrors"** part **4** status. Exploration ends.

392

A furious Fore-dweller finds you and tells you that you're pathetic failures. It declares that it'll save Lancelot on its own and rushes toward Colony.

Go to Verse 612.

393

You run away, but still, the hailstorm lashes your back with incredible power.

Each Party member loses 1 and 2. Move all Party members to Location **246**. Then, remove Location **245** from the game and replace it with Location **255**. Exploration ends.

400

"In recent times, a group of people almost reached the place. The one before them, around four hundred years ago, was a priestess living in the woods known as Forest of Whispers. Maybe there, you'll find your answers."

If you're playing **Chapter 10: Part 1**, discard the Active Quest Pile. find and resolve the **Chapter 10: Part 3** card. Otherwise, nothing happens.

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).

404

There is nothing here.

405

A deafening noise comes from Morrigan's neck and your head bursts with pain. Then, she calms, and writes that she is the goddess of war and that you should listen, not ask.

Each Party member loses 1 and gains 1.

- **Accept her quest** – go to Verse 283.
- **Decline** – go to Verse 428.

408

You approach another branch. You can go left, right, or go back. Each corridor looks the same to you.

If you **have** 3 or more , go to Verse 541.

Otherwise, choose one:

- **Take the left corridor** – go to Verse 479.
- **Take the right one** – go to Verse 380.
- **Leave the dusty cellars** – Exploration ends.

409

Guards lead you through narrow, dark corridors. They open a heavily guarded chamber that smells of musk and something sweet. The first thing you notice is an unnaturally tall woman with a large belly, then a man, shorter than her, but still taller than other people in this room. Both the woman and the man have dark skin, which contrasts the light complexion of other people around. They are introduced as the royal couple.

Go to Verse 203.

410

Your attempts of conversation enraged the man whose face suddenly changes it becomes a shapeless mass of flesh, and, in an instant, it becomes your own visage. The man, or maybe a monster, draws their sword and charges at you.

Resolve the **"Fetch"** gray Encounter (Difficulty 3). It has a *Defensive* Trait in this Encounter. If you win, go to Verse 448. Otherwise, go to Verse 324.

411

During this Combat you can use Secret cards **57**, **63**, **89**, and **98** even if they would exceed your Companion Item limit.

You can't Escape from this Combat, even as a result of the **"You Are Dying!"** card.

You must fight to the death!

If you run out of Combat cards during this Encounter, discard entire Sequence and take all your Combat cards , shuffle them – they are your new Combat deck, and continue the Encounter.

At the start of the encounter place a Dial, and a Quest Token, pointing to 9 (-1 per Party member). Every time an Active player plays a card, count down the dial (after resolving full effect of the cards and any appropriate effects).

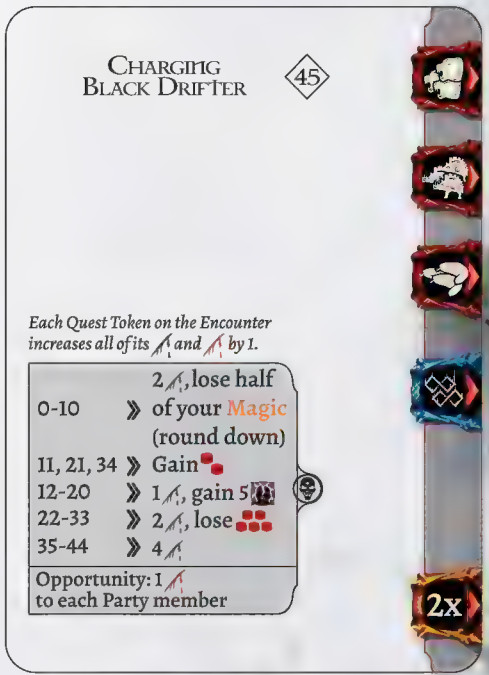
When the dial goes to 0:

- Set it to **9** (-1 per Party member) instead,
- Active Player's Playing Cards step ends immediately. Resolve an Opportunity attack and proceed to Enemy Attack step,
- After this Enemy Attack step, put a Quest Token on the Encounter. If there are no more Quest Tokens, nothing happens.

Each Quest Token on the Encounter increases all of its and by 1.

If you win – go to Verse 799.

Otherwise – the ritual is interrupted, and Avalon's reality is shattered – but you, lying dead on the bloodied white stone, won't see the dire consequences – you lose the campaign (but you still may use Allmother's Mercy).


Charging Black Drifter
45
Each Quest Token on the Encounter increases all of its and by 1.
0-10 2, lose half of your Magic (round down)
11, 21, 34 Gain
12-20 1, gain 5
22-33 2, lose
35-44 4
Opportunity: 1 to each Party member
2x

412

You perform the activating ritual. The golden artifact turns to dust in the process, and the amulets glow with faint magic. You tinker with them for a time to discover how they work. Each can repel wyrdness, but each one focuses its magic differently.

Gain 4 Secret cards **20**. Discard Secret card **44**.

Go to Verse 20.

413

You slowly and quietly open the door. Something abruptly whips it from your hands, and you see an enraged pig standing on two legs hurling a chair at you.

Gain the **"Darkness"** part **1** status.

Each Party member loses 1 . Resolve the **"Reclusive Pigman"** green Encounter (Difficulty 2). If you win (or Enemy Runs Away), go to Verse 372. Otherwise, you flee and Exploration ends.

414

The webs catch fire, spreading quickly. Soon everything flares up with a blinding light, you hear ominous shrieks and hisses, and then, everything goes quiet. You enter the room, which smells of burning hair and flesh, where the smoking carcasses of giant spiders lie on their backs. This room was once a small library, but now everything lies in piles of crumbling ashes. But among the remains, you find a clay tablet containing a simple hex for opening magical barriers.

Gain the **"Darkness"** part **3** status. Then, Exploration ends.

415

"Tuathan is much younger than wyrdness that, according to its knowledge, is as old as Avalon. Or maybe even older. Fore-dwellers need it as much as humans need air. It's also essential for worlds to function properly."

Gain the **"Clues"** part **9** status and the **"Truth"** part **2** status.

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).

417

Greasy darkness spits you out onto a frozen river, into a sea of white, filthy worms. Lancelot stands, shaking maggots off. Pale Lady doesn't seem to notice the writhing worms, instead approaching where the menhir is trapped under the ice. She tells you what you must do to prepare the ritual, and Lancelot helps.

When the rite ends, you feel as if something has moved in the foundations of Avalon, something that has slept beneath snow and ice. You feel power pushing the wyrdness away, emanating with magic instead of absorbing it. The Fore-dweller looks somewhat smaller than before, but she is seemingly content with this outcome. Lancelot tells you that he must have given away too much magic, and he feels exhausted. But you – you feel light and unburdened. Without the wyrdness here, everything looks, smells, and feels better.

Discard the **"Leaking Magic"** Secret card (**24**). From now, you won't be able to absorb magic from menhirs.

Place a Menhir model on Location **235**. Set the Menhir Dial to **8** (1-2 players), **7** (3 players), or **6** (4 Characters).

Go to Verse 431.

418

You try absorbing magic for the third time – you feel there is almost nothing left. As you wonder whether to give it another try, you hear the storm closing in. You look skyward and see the clouds collecting just above your head. A dense mist rises from the ground. Silhouettes wielding weapons appear within the fog.

- **Run as fast as you can!** – go to Verse 393.
- **Stay** – *You must know what happens next.* Go to Verse 446.

422

You notice steam rising above the shrubbery. You approach the area and discover a hot spring amidst the freezing woods.

Each Party member gains 1 Exp. Gain the **"Means of Survival"** part **5** status. Go to Verse 388.

424

"Avalon is almost balanced. But the entity you call the Black Drifter disturbs the equilibrium – it sunders menhirs and saps the island's magic. If you kill creature and restore the menhirs, then every creature dwelling on Avalon could live a decent life. If the balance tips any further, it could bring doom to Avalon."

Gain the **"Clues"** part **9** status and the **"Truth"** part **3** status.

Go back to Verse 11 in the Mouths of Tuathan Exploration Journal (**262**).

428

Morrigan accepts your refusal. She tells you that if you ever visit her queendom, her children will kill you without hesitation. She claps her hands, and her monsters barge in to escort you out of the Howling Nest.

Gain the **"Resentful Goddess"** status. Exploration ends.

429

"Crow's Nest," Pale Lady says. "This was the name of this city. People lived and worked alongside their goddess or at least, they claimed to. But their influence and military power were strong, so others believed their stories."

Exploration ends.

430

You don't know when this seal died, but it doesn't matter. Frozen meat remains edible for a long time.

Gain 2 Food (1-2 players) or 3 Food (3-4) players. Gain the **"Means of Survival"** part **2** status. Exploration ends.

431

Pale Lady asks you to listen closely. She tells you her goal – to cleanse Avalon, erase wyrdness, and make the island a place for humanity to thrive. You can now light menhirs again, and with this knowledge, Pale Lady wants to empower the giant menhir beneath Tuathan. But it is impossible, or rather extremely dangerous, without an exemplar of the forgotten laws of the human reality. All smaller menhirs were conjured to spread these rules that repel wyrdness, but over time the seed in them became corrupted.

The giant menhir that Pale Lady intends to wake remains a blank slate. It needs a model set of laws to replicate and spread. Pale Lady searched for a suitable object for centuries, but nothing on the island remembered the true human lands. Now, there is Lancelot, a man born in the Homelands, a paragon of knighthood. You must bring him to the Heart of Tuathan, the only place where the wyrdness is still strong enough for Pale Lady to alter reality. And she needs you too she feels the same power inside you that she encountered many times within many great heroes who changed the history of the island.

Pale Lady calms now. She has everything she needs to repair this realm. She will wait under the Fractured Tower in the west you should reach it without incident, since the menhir has dispersed the wyrdness. Lancelot, until now listening in silence, offers his help, but mentions he is still weak, and likely can't kill a wyrm with a single strike, as he did in the past.

Gain the Secret card **59**. Discard the Active Quest Pile. Find and resolve **Chapter 8**: **Part 2** Event card. Exploration ends.

Hint: Now, you can Explore the Still River to find a way west.

435

You reach Twisted Pathways, certain no one will follow. Lancelot, resting against a fallen tree, asks you why the menhirs are not working. You have powerful artifacts allowing you to move through wyrdness, yet nothing repels the deadly mist. Are there no druids to maintain the statues? He quiets as he sees a Fore-dweller approaching from the north. His eyes widen in fear as he realizes he carries no weapon with which to defend himself.

Each Character gains 1 Exp.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

436

At any time during this Encounter, you may flip any of the following Secret cards: **57**, **63**, or **98** to ⬆.

If you win – go to Verse 667.

Otherwise, you fail to convince the Lady – she begins the ritual, and you have to protect her. Unflip all Secret cards that you flipped during this Encounter and go to Verse 653.

437

"This cromlech, known as Moonring, was once a center of the druidic order. Druids tended menhirs to protect humans. Most were killed by those same ungrateful humans. Don't ask me why – that knowledge is lost to time."

Exploration ends.

438

A frigid wind blows, and rime glistens on the grass. You know you're dreaming, but this vision is more substantial than the summer dreamland you're in right now. The sudden return of lucidity threatens to rip you toward consciousness, but you fight it — the place where your body sleeps is not reality! The real world waits for you somewhere else. Everything goes dark. When you wake, you look up at a cloudy sky as snowflakes dust your face.

Flip all Secret cards with Companion keyword face up. Discard Secret card **29**. Discard all Location cards from the play area. Find Location **238** (**258**) and place it on a table. Then, attach Location **237**. Then, move all Characters to Location **238**(**258**).

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 13** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

439

The beast doesn't attack, but its gaze and wailing cries still pierce your soul. The more you listen, the more the sounds resemble human words, but stretched and slurred. The creature lowers itself to the ground and continues speaking. You're almost sure it doesn't want to fight, but will host you inside its home.

- **Attack** — *It must be a trap!* Go to Verse 303.
- **Leave and don't go back** — *It's too risky.* Exploration ends.
- **Accept its invitation** – go to Verse 342.

441

Wyrdness and mist swirls and billows around this area. An unreasonable fear paralyzes you — a voice in your mind screams: run away.

- **Leave this unwelcoming place** – each Party member loses 1. Move all Party members to one chosen connected Location. Exploration ends.
- **Go into the strange, horrifying storm** – go to Verse 260.

442

When you crack open the tomb, something leaps from it, lashing out with wicked claws.

Gain the **"Lost Treasures"** part **7** status. Each Party member gains 2. Resolve the **"Warped One"** purple Encounter (Difficulty 3).

If you win (or Enemy Runs Away) – go to Verse 449.

Otherwise, Exploration ends.

443

You hack through the webs, which proves an exhausting work. Large, hairy spiders fall upon you, attacking with painful bites. With your weapons and clothes covered in sticky webbing, you have difficulty driving them off.

Each Party member loses 3, the loss is reduced by their ; and each Party member gains 3, the gain is reduced by their .

Go to Verse 447.

444

The guards host you in a small shack, offering a warm meal and a seat by the fire. But they won't let you into the city — the gates are closed to strangers.

If there is a **Special Event A** in the Event Deck, replace it with **Special Event D**. Each Character who is on this Location card gains 2 Food and loses 2 Exposure. Gain the **"Means of Survival"** part **8** status.

If you **have** the **"Riding Donkey," "Steadfast Palfrey,"** or **"Lucky Piglet"** Items, go to Verse 256.

If you're playing **Chapter 3**: part **3**, Exploration ends.

Otherwise, go to Verse 71.

445

You deliver the prisoner to the town, and he thanks you for saving him from the monster and starvation. He gladly surrenders to the guards, but when he learns the punishment for escaping from the jail, he curses you. Soon, the executioner kills the man and throws his body into the compost pit. The village elder rewards you with a small gift.

Each Character gains 2 Rep. Gain the **"Missions"** part **2** status. Discard the Active Quest pile. Discard Secret card **12**. Each Party member may choose to gain either a **"Fiery Brew"** Secret card (**54**) or 1 Wealth. Find and resolve the **Chapter 2**: **Part 4** Event card. Exploration ends.

446

The sky literally falls on your head, and suddenly you find yourself amidst a roaring, ethereal battle. Ghastly Fore-dweller figures clash with human ghosts that also fight among themselves. Powerful wind, hail, and freezing rain lash at you.

Each Party member loses 1, and gains 1 and 1 Exposure. Remove Location **245** from the game and replace it with Location **255**. Then, Explore this new Location for free.

447

The room, likely a library at one point, holds several ruined books, but one might be of use. There are also some shattered clay tablets, and once again, one of them is intact. It describes a simple hex for opening barriers in these undergrounds.

Gain the **"Moldy Tome"** Item (or 2 Magic if it's not available) and the **"Darkness"** part **3** status. Then, go back to Verse 7 in the Undercastle Exploration Journal (**260**).

448

You kill the shapeshifter and look around the hut. You find some equipment and a vial full of mysterious liquid.

Gain 1 non-Companion Item and 3 Magic. Then, Exploration ends.

449

The contents of the coffin were destroyed by the struggling warped one. Only some gold finery is left intact.

Gain 4 Wealth. Exploration ends.

450

The four-armed warrior orders you to follow; it can show you the way through the Twisted Pathways. It's also going north, and the journey is harsh, so it will accompany you if you want. It can share some knowledge with you, and it can manipulate wyrdness to some degree. Asked why it wants to help you, the warrior only says that you might have similar goals.

Each Party member gains 1 Magic. Then, each Party member may choose one:

- lose 1 Exposure and gain 1 ,
- gain 1 Food,
- gain 1 .

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 3** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

451

You have just created, or maybe repaired, this incredible structure. When the story of this miracle is heard, it will undoubtedly be memorialized in chronicles.

Sloan gains 1 Exp. Gain the **"Great Deed"** part **3** status. Then, if you **have** exactly 2 parts of the **"Great Deed"** status, go to Verse 510.

Otherwise, Exploration ends.

452

You enter a vast network of tunnels sprawling under the whole island like veins under the skin.

If you want to retreat – Exploration ends. Otherwise, discard all Locations from the play area, then travel to:

- **Devastation in the southwest** – place Location **263** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **263**.
- **Heart of Tuathan in the northwest** – place Location **253** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **253**.
- **Kamelot in the east** – place Location **205** (or **285**, or **295** if it was removed from the game) in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **205**.
- **Pit of the Dead in the northeast** – place Location **237** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **237**.
- **Lonely Spire in the center** – place Location **226** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **226**.

Then, each Party member gains 1 and Passes. Exploration ends.

454

If you win – go to Verse 722.

Otherwise, she throws you out of her tower – each Party member loses 2 ; Exploration ends.

455

Pale Lady, together with Lancelot, looks at what remains of Kamelot. The knight is distraught. The Fore-dweller ignores him and unsentimentally tells you that she can't go into the castle, because defensive runes still repel her and her kin, so you must go alone to find the Menhir Rites. You ask Lancelot where to find them, but he doesn't remember – his memories are still hazy. All he knows is that they kept knowledge about menhirs and mysteries of the island in places marked with the Grail symbol – a simple cup or a goblet.

Each Character gains 1 Exp. If you **don't have** Secret card **30**, gain it and place Fore-dweller model in Location **227**. Discard the Active Quest Pile. Find and resolve the **Chapter 6: Part 4** Event card.

Exploration ends.

465

You hear slow, heavy footsteps behind you. A dead man approaches!

Gain the **"Horrors"** part **5** status.

If you **have** 2 or more , go to Verse 629.

Otherwise, resolve the **"Cold Wraith"** gray Encounter (Difficulty 4). If you win (or Enemy Runs Away), go to Verse 590. Otherwise, Exploration ends.

479

You reach the place that ends in a shimmering barrier you can't cross. It must be magical. Above, you see a weathered symbol depicting a cup, which suggests the place you're looking for lies behind it. You can't force it open, so you go back up to speak with the Pale Lady about it.

Each Character gains 1 Exp.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 7** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

480

You knock at the door with dull thuds. You hear a surprised grunt from the other side, then distorted words: "without weapons," "let in," and "talk."

If you **have** 3 or more , you may go to Verse 560.

- **Leave your weapons and enter** – go to Verse 514.
- **Enter with your weapons** – go to Verse 413.
- **Leave this place** – Exploration ends.

481

Newly acquired power clashes with the frost inhabiting your heart. It's not a pleasant feeling – you burn and freeze at the same time.

- **Surrender to the agony** (each Party member loses 4 and gains 4) – go to Verse 551.
- **Push the new magic away** – go to Verse 579.
- **Destroy the cold in your body** (each Party member loses 2 and gains 2) – go to Verse 505.

482

You're invited to a humble dinner. It's refreshing after your oneiric venture through a familiar yet unknown land. Soon, Oisin joins you and scolds one man for rearranging archives without his knowledge. You overhear something interesting the archive section containing knowledge about menhirs and wyrdness was moved under the northern wall, without changing the markings on racks. You decide to investigate tomorrow, but today you've earned rest in a real, comfortable bed.

When you wake, it's black. You're cold, and everything in your body demands some movement. When you manage to light up a torch, you find yourself in the archive. You brush away dust from your face and look around – nothing has changed, you must have fallen asleep. But still, something is not right. Out of curiosity, you search racks in the northern part of this place, marked with a symbol of squares and compasses – and there it is, three whole sections with detailed studies about menhirs and their function. Soon you're ready to leave with a stone tablet describing the detailed ritual of relighting menhirs.

Discard all Location cards from the play area. Place Location **205** in the middle of the play area (or **285** if **205** was removed from the game), place Location **260** atop this Location, and place all Characters there.

Gain the Secret cards **11** and **24**. Discard Secret card **70**. Each Character gains 2 Exp and 2 Magic.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 8** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

488

You approach the warrior, and before you can speak, it shouts: "How could you let this happen? As always, humans prove to be nothing more than putrid filth!" You step back under the force of its voice.

"I'm sorry. I can't abide such senseless death," the creature adds in a quieter tone.

Each Character gains 1 Exp. Go to 450.

500

You were defeated – by cold, wyrdness, madness, or some other danger of frigid Avalon. Yet, your story doesn't end here. A kind entity, Allmother, almost forgotten by her people, still looks after her children – and she considers you worthy of her intervention. She stretches the logic of the world to dangerous limits and brings you back so you can continue your struggle.

Gain the **"Saved by the Goddess"** status.

If you choose to invoke the Allmother's mercy and restart this Chapter, discard the Exposure Marker, reset your , , and tracks to their default positions.

Discard all Location cards along with Menhirs and Guardians. Then:

Do not change your Events deck! You're continuing the last quest you were on.

- **Chapter 1** – restart the Campaign, using a new Save Sheet.
- **Chapter 2** – prepare Location **214** and place all Characters there. Attach Locations **213**, **202**, and **221**. Then, each Character resets their Food, Wealth, and Magic to 2.
- **Chapter 3** – prepare Location **235**, place all Characters and Fore-dweller model there. Attach Locations **225** and **236**. Then, each Character resets their Food, Wealth, and Magic to 2.
- **Chapter 4** – prepare Location **206** (or **286**, if **206** is removed from the game), place all Characters there. Attach Locations **237** and **238**. Place the Fore-dweller model in Location **237**. Then, each Character resets their Food, Wealth, and Magic to 2.
- **Chapter 5** – prepare Location **206** (or **286**, if **206** is removed from the game), place all Characters there. Attach Locations **237** and **238**. Then, each Character resets their Food and Wealth to 2, and Magic to 3.
- **Chapter 6** – prepare Location **235** and place all Characters there. If you **have** Secret card **30**, place the Fore-dweller model there. Attach Locations **225** and **236**. Then, each Character resets their Food and Magic to 3, and Wealth to 0.
- **Chapter 7** – prepare Location **205** in the middle of the play area (or **285**, if **205** was removed from the game), place Location **260** atop this Location, and place all Characters there. Then, each Character resets their Food and Magic to 3, and Wealth to 0.
- **Chapter 8** – prepare Location **205** in the middle of the play area (or **285**, if **205** was removed from the game), place Location **260** atop this Location, and place all Characters there. Then, each Character resets their Food and Magic to 1, and Wealth to 0.
- **Chapter 9** – prepare Location **246** and place all Characters there. Attach Locations **243** and **208** (or **288**, if 208 is removed from the game). Place the Fore-dweller model in Location **243**. Then, each Character resets their Food and Magic to 3, and Wealth to 0.
- **Chapter 10** – prepare Location **226** and place all Characters there. Then, each Character resets their Food and Magic to 2, and Wealth to 0.
- **Chapter 11** – prepare Location **238** (or **258**, if **238** was removed from the game) and place all Characters there. Then, each Character resets their Food, and Magic to 2, and Wealth to 0.
- **Chapter 12** – go to Verse 819.
- **Chapter 13** – prepare Location **226** and place all Characters there. If you **have** Secret card **30**, place the Fore-dweller model there. Then, each Character resets their Food, and Magic to 2, and Wealth to 0.
- **Chapter 14** – prepare Location **226** and place all Characters there. If you **have** Secret card **30**, place the Fore-dweller model there. Then, each Character resets their Food, and Magic to 2, and Wealth to 0.
- **Chapter 15** – prepare Location **226** and place all Characters there. If you **have** Secret card **30**, place the Fore-dweller model there. Then, each Character resets their Food, and Magic to 2, and Wealth to 0.

Then, resolve the Start of the Day and continue the game.

IMPORTANT: Using the All-mother's Mercy does not roll back time! Your actions may have already changed the world and cannot be rolled back. Therefore, it may be impossible for you to play Chapter differently than on your first attempt.

503

If you win, it leaves – go to Verse 770.

Otherwise, it becomes aggressive – go to Verse 645.

505

Your body steams as the cold escapes your bones. It's incredibly painful, but in the end, you feel normal once again.

Discard the **"Cold Embrace"** Secret card (**48**) and gain the Secret card **52**. Exploration ends.

510

You've finally done it – you performed great deeds that will spark numerous tales and legends. You and your bloodline will perish, but your memory will live on. To honor this moment, you name your weapon Caladbolg, after the sword wielded by one of your great ancestors. Now, with your mission fulfilled, you can focus on other tasks.

Sloan gains 2 Exp and Secret card **45**. Gain the **"Great Deed"** part **5** status. Exploration ends.

514

Inside, you find a pig standing on its hindlegs holding a chair, ready to throw it. When it sees you carry no weapons, it lowers the chair and points you toward a bench. You sit – but suddenly the pig kicks it out from under you and attacks!

Gain the **"Darkness"** part **1** status.

Resolve the **"Reclusive Pigman"** green Encounter (Difficulty 2). You can't use any **"Weapon"** or **"Shield"** Items during this Encounter.

If you win (or Enemy Runs Away) – go to Verse 372.

Otherwise, you flee and Exploration ends.

515

You want to enter one of the huts, but suddenly eerie ice creatures leap at you from inside.

Resolve the **"Frozen Wyrdness"** purple Encounter (Difficulty 3).

If you win (or Enemy Runs Away) – go to Verse 530.

Otherwise, Exploration ends.

526

The scattered remains of the barricade lie just outside the entrance to the chamber. As you enter, you find a huge sarcophagus standing open and empty. Candles, crumbled due to cold and time, surround an upturned ornate basin on the ground. A torn, faded vestment lies on the ground, along with a rusted torch holder. You also find a smashed shield covered in dark bloodstains.

When inspecting the tomb in detail, you find a set of ancient marks on the back of the sarcophagus, probably several hundred years old. The dust is thick and undisturbed.

If you **don't have** the **"Lost Treasures"** part **8** status, each Party member gains 1 Exp; gain the **"Lost Treasures"** part **8** status.

Go to Verse 301.

530

One of the walls collapsed during the fight, revealing a cache hidden under an unstable roof. Inside, you find a silver amulet.

Gain the **"Hidden Caches"** part **4** status. If you **have** the **"Legacy"** part **1** status, go to Verse 550. Otherwise, gain the **"Lucky Charm"** (if it's not available, gain 1 Wealth); Exploration ends.

531

The Allfather's priests with their vindicators approach you. You've never seen so many of them in the Mangrove Huddle. They accuse you of murder, collaboration with forces of wyrdness, and worshipping the heretic, the Allmother.

Resolve the **"Allfather's Inquisition"** blue Encounter (Difficulty 4). You can't Avoid it. Regardless of the result, go to Verse 391.

532

The monster clad in armor thanks you for saving the man, and it is disappointed that his own tribe killed him. It says it'll never understand the human sense of justice.

Each Character gains 2 Exp. Go to 450.

541

You can feel traces of magic in one of the corridors – the sensation is like you experienced near Mangrove Huddle's runes. It seems like a good option, so you go in this direction.

Go to Verse 479.

550

You feel a pleasant emotion when you look at the pendant. As if it was something lost that you found after many years.

Gain the **"Tarnished Talisman"** Secret card (**21**). Exploration ends.

551

The agony lasts for hours, or at least it seems that way. But, in the end, your body accommodates both the cold and the heat. However, your health was devastated by two dueling powers.

Gain the Secret card **52**. Exploration ends.

552

You spot black wings taking flight from the Menhir Meadow and heading to Icicle Forest. The beast emanates with powerful energy. It lands upon a small hill, obscured in opaque fumes.

When the creature departs, its aura has dimmed. You should investigate the hill to pursue your revenge.

Fyul gains 1 Exp. Gain the **"Fallen Wyrdhunters"** part **2** status. Exploration ends.

New Task: Investigate Icicle Forest and seek vengeance on the beast.

553

You submerge yourself in the vision once again. This time, the black liquid comprises a mass of Fore-dwellers emerging from the ground. But something confines them, preventing them from breaking free. You feel their suffering and impotent rage. It seems like human actions have disturbed something, but you're not sure what or why.

Each Party member gains 1 . If you **don't have** the **"Truth"** part **1** status, each Party member gains 1 Exp; gain the **"Truth"** part **1** status. Exploration ends.

554

You don't want to contract Red Death, so you flee. The man doesn't mind you and gets back to work.

Not long after, you return and discover that neither the man nor the building exist anymore. The hole in reality expanded and must have devoured them. Only some scattered tools lie on the edge of the hole. You wonder what happened here.

Remove Location **223** from the game and replace it with Location **273**. Gain Secret card **58**. Exploration ends.

556

You leave this pathetic creature and go after the Pale Lady.

Discard Secret card **59**. Gain the **"Dismay"** part **5** status. Go to Verse 628.

557

You adjust the runes painted with soot on the palms of your hands and approach the barrier. It resists a little, but you manage to pass through. The air changes – it stinks of mold and something putrid. Your torch dims, its faint light uncovering the muddy corridor. Unsettling shrieks, howls, and growling fill your ears.

- **Retreat, you're not ready to explore this place** – Exploration ends.
- **Delve into the dark corridors** (requires all Characters) *Be careful! Going back might be more difficult than expected!* Go to Verse 630.

558

A small group approaches you. They are from the Stayers camp, and they ask you for help. They want to show that the Expedition can't be trusted, but to do it, they need you to distract the guards of their warehouse. In the meantime, they will sabotage their equipment and provision.

- **Help them with distracting guards** – go to Verse 240.
- **Refuse** – go to Verse 314.

560

You think that you hear stress and pent-up aggression.

Go back to Verse 480.

561

Its gaze pierces you during a moment of silence. Then, the fetch starts weeping, and its body changes rapidly – from Lancelot to a monster, unwittingly wearing the face of Lancelot.

- **Kill it** – go to Verse 580.
- **Convince it that it was acting like a Lancelot, so it can be the Lancelot** (requires at least 3) – go to Verse 633.
- **Leave it here** – go to Verse 556.

563

If you win – each Party member loses 2 Exposure; Exploration ends.

Otherwise, they call the guards – resolve the **"Allfather's Vindicator"** gray Encounter (Difficulty 4). You can't Escape during the first Combat Turn. Then, Exploration ends.

565

Morrigan's body twitches, rising from the throne and snatching the head from your hands. The head changes under her touch, becoming younger, the hair once again black and shiny, the skin pale and unblemished. Morrigan places the head on her neck – the eyes open, blink several times, and she smiles.

"Thank you, hero. I was right to choose you as my champion." Her voice is deep and somehow sounds cruel. "You can count on my help when you are in true need. Also, my children won't hurt you anymore. Now, leave me. I have to celebrate my... reunion."

Discard the **"Morrigan's Head"** Secret card (**16**). Gain the **"Missions"** part **9** status and the Secret card **23**. Each Party member gains 1 Exp. Exploration ends.

568

You feel an inner power waiting to be released. You open yourself to it, and powerful magic strikes the black spring, stopping the liquid from flowing. You're sure the marsh will dry up someday, and this forest will turn into a great hunting ground. You're glad that you did something good for this world.

Gain the **"Gifts"** part **2** status. Each Party member gains 2 Exp and loses 2. Exploration ends.

571

The meadow has changed – the ice statues were reshaped into claws pointing toward the menhir in the center. Blood stains everything, especially the menhir in the center – it has new runes painted on its surface. Before the hole in the building stands a man painting red symbols around it. He turns around, exposing his scarred face. His lidless, bloodshot eyes gaze upon you intensely. "It's you! I haven't seen you for ages. Literally." He laughs. "It took you long enough, but you can finally return the favor. Come, help me here." His stare, his presence – it's intimidating. You feel your knees shaking, fear paralyzes your body. You must escape!

Gain the **"Dismay"** part **8** status.

- **Help the man** – go to Verse 595.
- **Overcome your fear and attack** – go to Verse 614.
- **Flee** – go to Verse 554.
- **Inquire about details of the aid** – go to Verse 646.

575

As you go farther, the fumes filling the tunnels start messing with your mind. Finally, you get to a site with fresh air – you gather your thoughts, but you have no idea where you are. The place looks nice enough to set up camp and explore the underground from here.

Place Location **260** atop Location **205**. Then, move all Party members there. Exploration ends.

577

Those who want to stay in the Forest Sanctuary are in a better position, as most folks look at Expedition as lunatics. But you notice signs proving that the situation in the settlement is getting worse – people rely more on burning wood than on ice pillars focusing sunlight, some of the market stalls are closed. It's not a perfect place to live.

One of Expedition leaders, a slender woman with a scarred face, asks for your help – money and influence. You must act now, as her group will soon fall apart if nothing is done.

You may pay a total of 6 Wealth and Rep – if you do, go to Verse 314. Otherwise, you won't help her – go to Verse 335.

579

You push the heat magic away before it devours the precious, well-organized frost residing in your body.

Each Party member gains 1 Exp. Exploration ends.

580

One strike finishes this pathetic creature, freeing it from its anguish. You have no time for regrets – you need to save Avalon, but first, you must find out how. Without an object that remembers the human world, your quest might be forfeit.

Discard Secret card **59**. Go to Verse 628.

588

A powerful presence creeps into your mind and disables your senses. When the eternity passes, an eternity full of your desperate thoughts floating in the void, you wake. You lie on the snow before the temple, your heart beating frantically, your hands worn painfully.

Each Party member gains 2 and loses 1. Exploration ends.

589

People gather supplies for the expedition into the depths of Forest of Whispers. Those few who wish to stay in the safe settlement cannot do anything to stop this exodus. Soon, this place will change beyond recognition.

If you **have** the **"Legacy"** part **10** status, go to Verse 726. Otherwise, go to Verse 558.

590

Tired, you press your back against a freezing wall. Then, you notice that under the layer of frozen cobwebs and dust, there is an entrance to a dark room.

Go to Verse 605.

592

You push forward into the storm. Swirling snow and ice blind you, and a frigid wind whips your face. You must turn back your frostbitten feet won't take you any farther.

Each Party member gains 3 Exposure. Then, move all Party members to one chosen connected Location. Exploration ends.

595

"Don't come too close, or you'll die." The man bursts into laughter. "Not everyone is blessed with the resistance to the Red Death." Then, he explains what you must do. He needs the menhir's power, and the ice claws can help focus it on the portal. You follow his instructions, and, suddenly, the building with the hole is turned inside-out and back again. The man throws his tools to you. "They are good tools, use them." Then, he steps into the portal, much bigger than before, and disappears.

Each Party member gains 1 Exp. Gain Secret card **58**. Remove Location **223** from the game and replace it with Location **273**. Exploration ends.

600

The Pale Lady waits nearby, pressing her hands to the helmet. She sighs and tells you she has been planning this for a long time, combing Avalon for years in a fruitless search for something that would remember the laws of human reality. And now, as she finally holds it in her hands a bitter disappointment.

Now, she has only one lead left, but she'll need your help three stone sages reside in the south, and they know the island's secrets. But they won't speak with her, as they despise traitors. You can journey through tunnels carved beneath the island. One of the entrances is in her spire. And the other one is here, inside this hill.

She shows it to you, and you descend into the darkness. The journey is long, scary, and unpleasant in almost every way, but it's fast. Soon, you emerge in the secret cellars of the Lonely Spire.

Each Character gains 2 Exp.

Discard all Locations from the play area and place Location **226** in the middle of the play area. Move all Characters and the Fore-dweller model there.

Hint: From now, you may use underground tunnels to reach certain Locations faster. Also, you must use them in order to reach the western part of the island.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 10** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

601

You focus, trying to restore the memory of touching the grail. The wyrdness thickens around you as you reach into yourself and find the same bright power you obtained back then.

It isn't exactly hard, but parting with this power turns out to be extremely painful.

After everything is done, you feel a shadow of your former self. But you do feel relief.

Niamh loses 1 point of a chosen Attribute and 1 point of another chosen Attribute. **Niamh** gains Secret card **43**. Go to Verse 600.

605

If you **have** the **"Legacy"** part **8** status, go to Verse 620. Otherwise, read on:

You find an old rack with some bottles of warming mixture.

Each Party member gains 1 **"Fiery Brew"** Secret card (**54**). Then, Exploration ends.

606

You stand in the puddle of tainted blood, gasping after a harsh fight. The man finishes the last rune, and the portal before him widens. "A gift for you," the man says, throwing toward you his tools. Then, he steps into the void and disappears.

Remove Location **223** from the game and replace it with Location **273**. Gain Secret card **58**. Exploration ends.

607

Many hours pass before the door opens. A woman clad in white robes enters the cell, and her first words are those of an apology. She is sorry you were mistreated, but the king felt something sinister in the woods and sent knights there. They encountered you and thought that you had to be the source of this evil presence. After the king heard the report, he decided that you were wrongly imprisoned. He will gladly see you later.

Each Character loses 1 .

Discard all Locations from the play area, then place Location **272** in the middle of the play area, then attach Location **274** to its right edge. Then, attach Location **271** to the upper edge of Location **274**. Move all Characters to Location **272**. Exploration ends.

608

"And why can't shadows touch a human who casts them?"

Gain the **"Strangeness"** part **8** status.

Go to Verse 670.

610

If you win, the ghosts acknowledge that you are humans, and dissolve into thin air – each Party member gains 2 Exp; gain the **"Horrors"** part **7** status and go back to Verse 7 in the Fractured Tower Exploration Journal (**243**).

Otherwise, you flee from the tower – Exploration ends.

612

The Fore-dweller kills the guards at the gate guardians without blinking an eye. Then, the real slaughter begins. You've never encountered such a destructive power before – people die ripped in half by invisible forces, water and steam pipes burst as the Fore-dweller is going past them, the whole Colony shakes, almost collapsing. Soon, dead silence falls – Lancelot is saved, but at what cost?

Remove Location **206** (or **286**) from the game and replace it with Location **296**.

Each Character gains 1 Exp, 4 and loses all Rep. Gain the **"Horrors"** part **1** status.

Congratulations? You've completed your current Chapter. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 6** (not **Chapter 5**) Setup card and follow its instructions to begin the next Chapter! Exploration ends.

614

When you draw your weapon, the man shakes his head. "My road was too long and too painful to end with you. Begone!" He abruptly vomits a ball of clotted blood, which rolls toward you, growing with each heartbeat.

Resolve the **"Plague Embodiment"** purple Encounter (Difficulty 4). If you win (or Enemy Runs Away), go to Verse 606. Otherwise, you flee and the monstrosity melts into a puddle of congealed blood – go to Verse 554.

615

The Pale Lady lays her palms on Lancelot, who loses consciousness. She, on the other hand, begins a strange, hypnotic dance. A cloud of wyrdness surrounds them – stone towers and fortresses rise and collapse inside it in total silence. Even though the sight is mesmerizing, you focus on the wastes, looking for dangers. Soon something comes – as the intensity of the wyrdness attracts something – another Fore-dweller.

Flip **"Lancelot"** Secret card (**59**) face down.

- **Prepare your weapons** – go to Verse 645.
- **Face it with your wits** (requires at least 3 or at least 3) – go to Verse 690.

616

"Your kind always asks this question. It's not a place. And, certainly, it's not a place for you and people from your Avalon."

Gain the **"Strangeness"** part **7** status.

Go to Verse 670.

620

A decayed canopy hangs over an enormous bed. Tapestries drape the walls, depicting commoners decapitating bound knights with great joy. The faces of executioners are unrecognizable, the fabric is worn-off, but they are somewhat familiar. In the room, you find several flasks, some of them still full, and shining trinkets.

Each Party member gains 1 . Gain the **"Petty Trinkets"** Item (if it's not available gain 1 Wealth) and the **"Fiery Brew"** Secret card (**54**). Then, Exploration ends.

621

You carefully bypass the mud puddle that looks deeper than others. Then, you notice glowing eyes in the dark.

Resolve the **"Bog Maiden"** green Encounter (Difficulty 3). Start with 2 (3-4 players) or 4 (1-2 players) markers in the Combat Pool. If you win (or Enemy Runs Away), go to Verse 575. Otherwise, you flee towards the exit and force your way through the barrier – Exploration ends.

625

"You're just like I was. And like all your predecessors. There is no riddle, no questions, and no answers – but I know that my words won't repel you. Ask, let's get it over with."

- **Ask what this place is** – go to Verse 616.
- **Ask why people of Avalon can't reach this place** – go to Verse 608.
- **Ask why he is not helping people of Avalon** – go to Verse 643.
- **Ask him what you should do to save Avalon** – go to Verse 651.

628

If you're playing **Niamh** and you **don't have** the **"Past"** part **3** status, go to Verse 634. Otherwise, go to Verse 600.

629

The monster doesn't look hostile. You draw your weapon but hesitate to attack. And it was a wise decision – the creature clad in a ragged livery bows stiffly, revealing an entrance hidden behind the cobwebs, and then slowly departs.

Each Party member gains 1 Exp. Go to Verse 605.

630

If you **have** the **"Legacy"** part **17** status, go to Verse 637.

You follow the corridor, feeling like you're entering the bowels of a giant beast. Something fetid trickles from the ceiling, and mud sticks to your boots, hindering your unpleasant walk.

Each Party member loses 1. Roll a die and add your . Check your final result:

1-4 – go to Verse 642.

5+ – go to Verse 621.

631

If you **have** the **"Allfather's Blessing"** status, go to Verse 639. Otherwise, go to Verse 607.

632

You encounter a desiccated, frozen body with its arm pierced with bright red spikes. They look like a strange bracelet. When you touch the bracelet, the barbs retract, allowing you to take it off easily. You almost feel its craving for your blood.

Gain the Secret card **38** and the **"Mysteries and Visions"** part **9** status. Exploration ends.

633

The fetch stands, purple tears dripping from its wrinkled cheeks. Its silhouette shifts and stabilizes, the fake skin once again covering the strange flesh. Soon, Lancelot stands before you again.

"You are right," he says. "If there's one thing I learned from Arthur, it is that our actions define us, not our provenance. I acted like Lancelot for so long – I might just as well remain Lancelot."

He vows to help you in your heroic deeds, as a true knight of the Round Table would.

You may flip **"Lancelot"** Secret card (**59**) face up. Each Party member gains 1. Go to Verse 628.

634

Now that fetch's fate is decided, you return to the memories of Arthur and his citadel. They woke something in you. You know you were in Tuathan before! Inside Arthur's citadel, there indeed was something radiant; sacred. You took it, because taking shiny things is what you do, and it changed you into what you are now. An immortal wanderer, bound to travel Avalon forever.

Was it truly "forever?" A millennium has passed since then. Maybe your penance is complete. Maybe all it would take is to return the life-giving power that seeped into you from the True Grail when you touched it...

Gain the **"Past"** part **3** status.

- **Do nothing** *Returning to Avalon, life after life, has its benefits. At least you won't fear what lies beyond death.* **Niamh** gains 2 Exp. Go to Verse 600.
- **Set the power free** *It will be painful and costly.* Go to Verse 601.

635

You have a feeling that the story about freeing the chalk god will be told for many centuries. But will it satisfy your longing for immortalization?

Sloan gains 1 Exp. Gain the **"Great Deed"** part **1** status. Then, if you **have** exactly **2** parts of the **"Great Deed"** status, go to Verse 510.

Otherwise, Exploration ends.

637

You follow the corridor, feeling like you're entering the bowels of a giant beast. And, suddenly, a chasm crosses your path - it's not that wide, but only a narrow, ramshackle bridge leads to the other side. You expect wind blowing from the depths, but the air is still and stale - it smells of ancient dust and something disgusting.

You try setting foot on parched planks of the bridge, and it seems they will endure your weight. You cross the bridge, trying not to look down. You start breathing again when you stand on a muddy rock on the other side.

Go to Verse 638.

638

The air is even mustier here and becomes damper. Deep slits cut walls of the winding tunnel you follow - you fear to reach inside. The way is long, and you wonder why builders dug it this way - was it because of the natural caves' structure, or was it something else?

If you **don't have** the **"Darkness Gift"** status and **have** at least 2 or 2, go to Verse 647. Otherwise, go to Verse 575.

639

The door opens, and an elderly man with a long, gray beard comes into the cell. He doesn't waste time introducing himself: "I'll help you escape and find your... exemplar. I want one thing in return – you will show it to me before you leave." The man falls silent and waits for your answer.

- **Accept his offer** – go to Verse 720.
- **Decline** – *You will be released soon, won't you? It's all just a misunderstanding.* Go to Verse 607.

640

Your soul is brutally ripped from your body and tossed into the void. It rests there for a time, waiting for the world to claim it back. You exist mindlessly for a moment of eternity, then you find yourself before a grand castle, traveling alongside Oisin.

Each Character loses all Exp, restores all , loses all and , resets their Food and Magic to 2, and resets their Wealth to 0. Place all Characters in Location **190** and Explore it for free.

641

If you **have** the **"Cracked Sanctuary"** part **4** or **5** status, you did what you can; Exploration ends.

Otherwise:

- If you **have** the **"Cracked Sanctuary"** part **2** status, go to Verse 589.
- If you **have** the **"Cracked Sanctuary"** part **3** status, go to Verse 577.
- Otherwise, go to Verse 650.

642

You enter a deep puddle of thick mud. While you try to free yourself, something leaps at you from the dark.

Resolve the **"Bog Maiden"** green Encounter (Difficulty 3). It has an *Ambush* Trait in this Encounter. Start with 2 (3-4 players) or 4 (1-2 players) markers in the Combat Pool. If you win (or Enemy Runs Away), go to Verse 575. Otherwise, you flee back to the entrance and force your way through the barrier – Exploration ends.

643

"I did enough. This situation – your presence here, your questions – is the best proof of my deeds."

Go to Verse 670.

644

Pale Lady waits for you atop the monument, her armor shining in the sunlight. Several others surround her and touch her helmet in reverence. They look calm and content. When you approach, the Lady turns toward you and says she has prepared everything with the help of the locals. She also noticed that Black Drifter has been more active recently, and the great power released during the ritual will undoubtedly lure the monster, so she'll need your protection.

She adds that she would like to end this quickly, but if you feel unprepared for the upcoming battle, she advises you to find some allies across the island – you probably have made some during your travels.

You think about her words and ponder if you would be able to perform the ritual instead of her and convince her to protect you. She repelled Black Drifter during your travels, so it may be wise to try it.

- **Convince the Lady to allow you to conduct the ritual** (this will end your Campaign) – go to Verse 662.
- **Begin the ritual** (this will end your Campaign) – go to Verse 653.
- **Leave** – *This may well be the most difficult battle you ever thought. You want to rest and prepare beforehand.* Exploration ends.

Hint: If you have any allies on the island, it would be wise to ask them for help.

645

The monster attacks, swinging four arms with little grace, fueled only with hate and aggression.

Resolve the special **"Stray Fore-dweller"** purple Encounter in Verse **183**.

646

The frightening man responds in a bleak voice: "I want to escape this frigid place, find a vulnerable area, and take it under my rule."

- **Agree to help** – go to Verse 595.
- **Attack the man** – go to Verse 614.
- **Run away from this madman** – go to Verse 554.

647

Tunnels are too confusing, too uncomfortable, and too regular in their irregularity - they must have been created for some purpose. And you're sure it was a military purpose. You scrabble around an area without strange slits and find a wooden door masked to resemble stone - it's not hard to be fooled in this darkness.

It's an entrance to the second tunnel, full of rusted weapons, broken levers, and other contraptions. From the slits in the walls, it would be an easy task to attack assailants trying to cross the tunnel. You search the area for something useful and find a weapon that is still in good condition.

Gain 1 **"Weapon"** Item and **"Darkness Gift"** status. Go to Verse 575.

648

It doesn't make any sense – why is there an underground den with nothing inside? Additionally, the frozen body can't be there by accident. You search every inch of this place and find another passage under the corpse. Deeper below, there is a vast chamber with an awe-inspiring Allmother's statue and three still priestesses kneeling before it.

If you **have** the **"Allfather's Blessing"** status, go to Verse 588. Otherwise, go to Verse 782.

649

You approach the source of the sounds. As you walk, you notice the strange behavior of nature, as if it doesn't accept your presence here: birds stop singing when you go past, ferns fold their leaves, escaping from your touch. Finally, you leave the forest and are greeted by a wonderful sight – a snow-white castle nestled atop a clear lake.

Two knights ride toward you from the castle. Their armor reflects bright sunlight, shiny horsehair unmarred by a single speck of dirt. You call out to them, but they don't respond. Instead, they take out their weapons and charge you. You try defending yourself, but you feel like a child with a stick fighting a wyrdbear. Soon, a knight transports you, tied behind a saddle, towards the castle gate. You end up in the dungeon, which also looks just as perfect as everything in this strange realm. A barred window looks out on the lake and sky, showing everything a prisoner may yearn for. Your pallet is clean, and a bucket in the corner is hidden behind a short, elegant folding screen.

- **Wait** – go to Verse 631.
- **Try to escape** – go to Verse 700.

650

If you **have** the **"Legacy"** part **2** status, go to Verse 577. Otherwise, go to Verse 589.

651

"Avalon doesn't need saving. It was, it is, and it will be. Humanity, on the other hand, requires salvation. But do they deserve it?"

Go to Verse 670.

652

You carve symbols nested in other symbols – like those seen near the shifting statue in Tuathan. When you finish your work, the symbols start changing slowly, almost insensibly. Gradually, it will bring wyrdness back to Avalon.

Each Character gains 1 Exp. Gain the **"Carving"** part **1** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

653

The Pale Lady stands between three eyes of the monumental menhir and hits the stone under her feet with a pickaxe. White shards scatter around, and the Fore-dweller smashes again until there is a hole in which you could fit a human head. She kneels and places the Grail there.

"Don't watch me, look out for the Black Drifter," she snarls. Then, she starts chanting in the mind-flaying language of the Fore-dwellers, and the reality bends around her – the Grail retains its perfect form, but the air shimmers and the giant menhir begins to slowly transform. It's hard to avert your eyes, but the Pale Lady is right – you have to protect her now.

Soon, you feel a tremendous power behind your back – the menhir activates, but its influence is now stronger and stranger, a feeling similar to the one you had in the summer land of Corbenic. The air shouldn't smell like this. Or maybe it is you who shouldn't be here? Your thoughts are interrupted by the sight of the shadow in the sky – the Black Drifter is here!

Resolve the special **"Charging Black Drifter"** purple Encounter in Verse **411**.

661

If you **have** the **"Carving"** part **1** status, you already did your work. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

If you **don't have** the **"Darkness"** part **8** status, go to Verse 665.

Otherwise, you may pay 1 and 1 Magic per Character to start carving:

- if you have the **"Decision"** part **1** or **5** status, go to Verse 701,
- if you have the **"Decision"** part **2** status, go to Verse 669,
- if you have the **"Decision"** part **3** status, go to Verse 652.

If you don't pay, Exploration ends.

662

You start explaining to Lady that she's better prepared for fighting the flying monster, and you, with a little guidance, can perform the ritual yourself. You saw Corbenic, you were in the place the exemplar is from, and you have mastered magic. She shrugs but listens to you.

Resolve the special **"Hesitant Pale Lady"** blue Encounter in Verse **436**.

665

As you approach the menhir, you feel a frigid wind lashing at your back. You turn and see the portal larger than ever – its gaping maw stabilizes in reality, slowly devouring the surrounding snow. It's trying to eat you as well. A sudden pressure manifests, and you are slowly but steadily pulled toward the portal.

Roll a die and add your . Check your final result:

1-7 – go to Verse 679.

8+ – go to Verse 668.

666

Beasts catch up to you. You fall to the ground and are swarmed by monsters. They bite and slash at you with their mutated claws. They leave, seemingly satisfied. You, on the other hand, want to stand up and escape, but you can't – you can only crawl, bleeding from countless wounds.

Each Party member with Secret card **66** loses 4 and gains 6.

Each Party member without Secret card **66** loses 2, and gains 3 and Secret card **66**.

Exploration ends.

667

You carefully carve a hole in the Weeping Watcher's visage and place the Grail there. Then, you focus all the magic you can to inscribe powerful runes in the white stone - it's not easy, as something (or someone) inside the stone opposes your actions. You're not surprised: this menhirs' very purpose is to stabilize reality, and you try to harness its power to warp this reality instead.

Finally, everything is prepared, and you start forcing the laws embedded in the Grail into the menhir's structure. The statue activates instantly, pushing the wyrdness and the new reality away - but you fight it with your power and knowledge. On the periphery of your vision, you notice the Pale Lady casting spells against the charging Black Drifter, as locals try to help her any way they can.

But you mustn't think of it, you have to trust them. The worst thing about this ritual is that you feel that the new order you try to impose upon this world is somewhat wrong. The more you change your surroundings, the more you feel like an outsider, someone dirty who trespasses a sacred ground - the same way you felt in Corbenic. But you have to finish it. And you do.

Drenched in sweat, you look around - no change is visible, but you're sure that you put the world in motion. Pale Lady is victorious and now tends wounds of the people who fought beside her. You want to help, but you sit instead, as your legs are too weak.

Go to Verse 799.

668

You struggle with all your might to hold the statue, and, after a while, the portal flickers and fades. The force pulling you toward the hole in reality disappears, leaving you alone with thoughts what horrors you have dodged this time. You also wonder how long this portal will last before vanishing away.

Each Party member loses 1. Gain the **"Darkness"** part **8** status. Go back to Verse 661.

669

Repairing the menhir isn't an easy task – you must scrape off the frozen blood, smooth out the cracks made by frost, rework almost every rune. But in the end, your work is done – you know it's only your imagination, but this place seems less... grim.

Each Character gains 1 Exp. Gain the **"Carving"** part **1** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

670

"You think you have achieved something. You didn't. Maybe after a thousand years, you'll learn which questions you should ask," the king says, visibly strained. "Come back to me. In better times, with better lives."

Gain Secret card **91**.

Hint: You may find two other cards you require in the other two campaigns: The Fall of Avalon and The Age of Legends.

If you **have** Secret cards **90**, **91**, and **92**, go to Verse 678. Otherwise, Exploration ends.

671

You can use Secret cards **57**, **63**, **89**, and **98** even if they will exceed your Companion Item limit.

You can't Escape from this Combat, even as a result of the **"You Are Dying!"** card.

You must fight to the death!

If you run out of Combat cards during this Encounter, discard entire Sequence and take all your Combat cards , shuffle them – they are your new Combat deck, and continue the Encounter.

At the start of the Encounter place a Dial, and a Quest Token, pointing to 9 (-1 per Party member). Every time an Active player plays a card, count down the Dial (after resolving the full effect of the cards and any appropriate effects).

When the Dial reaches 0:

- Set it to **9** (-1 per Party member) instead,
- The Active Player's Playing Cards step ends immediately. Resolve an Opportunity attack and proceed to Enemy Attack step,
- After this the Enemy Attack step, put a Quest Token on the Encounter. If there are no more Quest Tokens, nothing happens.
- Each Quest Token on the Encounter increases all of its and by 1.

Each Party member has bonuses depending on their Attributes in the following Encounter. They gain all bonuses according to the table below. E.g., if a Party member has 4 , they don't have to discard cards during End Turn phase, and they draw 1 more card during this phase.

If you win, go to Verse 799. Otherwise, you die – see the **"Death and Insanity"** chapter of the Rulebook for more information.

Attribute Level	Empathy	Caution	Spirituality
3	Prevent 1 .	Draw 1 more card during the End Turn phase.	At the beginning of the Encounter, gain 8 Magic.
4	Treat as .	You don't have to discard cards during the End Turn phase.	When you play a card, gain .
5	Playing the first card during each player's Activation doesn't progress the Quest Dial	All Party members ignore Quest Tokens on the Encounter.	All Party members can connect Magic Keys without paying with Magic.

Trapped Black Drifter
45
0-10 » 2 , lose half of your Magic (round down)
11, 21, 34 » Gain
12-20 » 1 , gain 5
22-33 » 2 , lose
35-44 » 4
Opportunity: 1 to each Party member
2x

672

You try entering a trance, despite the horrible weather. You succeed and catch the attention of a ghostly warrior – she quickly tells you that you should run, because this isn't a place for civilians. Then, she curses that not only she has to fight other soldiers, but also the Fore-dwellers who joined the fray unexpectedly.

The battle is pure chaos. Pain and cold rip you from your trance, and you feel you must hide.

During the brief time of the rapture, you've discovered that frost of Avalon can trap echoes of long-lost souls. And if you find places with this phenomena, you could easily drain some magic from them.

Each Party member loses 1 and gains 1 Exposure.

If you **don't have** the **"Horrors"** part **9** status, gain Secret card **74** and each Party member gains 2 Exp; gain the **"Horrors"** part **9** status. Exploration ends.

678

You think that you know the question Arthur mentioned before... But you must mull it over. And when you do, you'll return to this strange land.

Exploration ends.

679

You struggle to hold onto the menhir, but you're too weak. As you get closer and closer to the terrifying portal, your whole body starts shivering under its frigid presence. With your last strength, you grab some planks protruding from the ground, straining your hands, but also stopping in place.

As you fight for your life, visions come to your mind. You see a dark place of chains and blood, all of them rattle as a man tries to break free. You see glass jars filled with oily blood – there are tubes connecting them to the man. He screams in pain and terror. You notice a hulking creature with scaly arms and a proud, brazen mask that stands by and takes note on a wax tablet.

The vision and the force pulling you stop abruptly at the same time. You lie on the ground, trying to calm yourself. You have a menhir to rework.

Each Party member loses 1 and gains 2 and 2 Exposure. Gain the **"Darkness"** part **8** status. Go back to Verse 661.

680

After you overcome the initial shock caused by the beauty of everything around you, you discover that the weather here is extremely hot. The air smells like fragrant resin, you hear joyful music and cheers coming from the distance. Trees surrounding you stand as tall as the one in Mangrove Huddle. They look too perfect, like monuments or an idea, but not real plants. Also, your wounds have closed, your mind has calmed, and your body regained its vigor. You feel as you are not you anymore, but a better version of yourself.

Each Character discards all Companion cards – *it seems they were denied entry into this world.* All Secret cards with Companion keyword are flipped face down instead. Each Character discards the Exposure Marker, restores all and , and loses all . Go to Verse 649.

689

Resolve the special **"Pale Lady"** blue Encounter in Verse **454**.

690

You block the path to the hill and spread your arms to show that you don't want to fight. You try to look confident, but your heart quails.

Resolve the special **"Reluctant Fore-dweller"** blue Encounter in Verse **503**.

699

The fetch decides to become a true Lancelot – he feels like the knight, and that his true, monstrous nature won't stop him. He vows to travel around the world and help those in need, hoping to find out how to make Avalon a place where sentient creatures of wyrdness can live alongside humans. But then, as the words leave his mouth, the last strands of the wyrdness disappear, and the fetch falls to the ground, screaming in perpetual pain.

Discard the **"Lancelot"** Secret card (**59**).

If you **have** the **"Missions"** part **9** status, go to Verse 714.

Otherwise, go to Verse 796.

700

You spend hours looking for any flaw in the security, but everything is perfect. The door is made of sturdy wood, bars in the window don't budge. You even try mortar in the wall, but it doesn't crumble. You must wait – there's nothing you can do.

Each Character loses 1 . Go to Verse 631.

701

New curves and runes allow the menhir to continue working, but also to transfer its energy toward Weeping Watcher. You even manage to engrave symbols in the frozen blood that now power this ritual.

Each Character gains 1 Exp. Gain the **"Carving"** part **1** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

707

If you **have** replaced Location **241** with Location **261**, go to Verse 794.

Otherwise, go to Verse 738.

709

"I need to calm down. I'm too human, too unreliable. Give me a moment of solitude," Pale Lady says to you and wanders off. You're left with the fetch, who wakes up, looks at its gnarled hands, and asks with fear: "What happened? Why I'm like... this? What am I?"

- **Kill the monster** – go to Verse 580.
- **Tell it that it is a fetch, not a Lancelot** – go to Verse 561.

710

Black Drifter lies on the stone face, its dark blood flowing from the statue's eyes and mouth. Cheering people don't realize they are witnessing the death of a thousand-year-old being whose only fault is that it was scared of wyrdness, just like them. And even if they knew, it wouldn't matter to them the ritual is complete, and from now on, the island will change for the better.

If you **have** the **"Decision"** part **5** status, go to Verse 748.

Otherwise, go to Verse 759.

711

High shelves, many broken under their own weight, hang everywhere. Books, stone tablets, scrolls, and parchments lie scattered on the floor and stuffed in the racks. Frescoes adorn the walls, and one catches your attention a tall hero stands by a prone man and defends him from a giant wyrdbear.

- **Study arcane knowledge** (pay 1 per Party member) – each Party member gains 2 Magic. Then, choose again; you may not pick this option anymore during this Exploration.
- **Look for the Menhir Rites** (only if you **don't have** the **"Darkness"** part **4** status) – each Party member loses 2 . Go to Verse 727.
- **Find out how to stabilize menhirs** (requires the **"Decision"** part **2** status; this will end your day!) – go to Verse 739.
- **Go back to the camp** – Exploration ends.

714

Powerless Morrigan watches as her children writhe in agony for days. To save them, she had to help them adapt to the wyrdness. Now that it disappeared, this adaptation proved a deadly burden. Their passing is long and cruel. A divine heart is sturdy, but it can break like every other heart with nothing to keep her here, and with her ears filled with the screams of her tribe, Morrigan, consumed by sadness and anger, curses humanity and leaves Avalon.

Go to Verse 796.

715

Amidst the airy dream that is Corbenic, behind the mists alight with gold, you find the Fisher King, still stooped over his oaken rod at the edge of a woodland lake. His weary eyes watch the water for ripples. The walls of the castle shine a pristine white, reflected in both his gaze and the mirrored surface of the lake. You hear only the buzz of dragonflies and your own heartbeat in this realm of contemplation.

"So, you've witnessed my failings," the King says. "You were there in the beginning, at humanity's fall, and at the end. You followed a path that began in the depths of Tuathan, and through many different lives ended with the fate of Avalon in your hands alone. Tell me: after all this, do you know the right question? Are you prepared to ask it?"

As you contemplate carefully, memories flood your mind. Hundreds of your incarnations across time, of all sizes and genders, all imparted with the same guardian spirit of the same color whisper to you in a single voice. Their collective knowledge leads you to a simple conclusion.

What is your ultimate question?

- **"Whom does the Grail serve?"** – go to Verse 729.

716

You can't sleep your body and mind are alert, ready for danger. But what danger could it be? In the morning you're more tired than the day before.

Fyul gains 1 and loses 1 . Exploration ends.

718

The Fetch, who was for the moment known as Lancelot, wanders Tuathan for months. Finally, it decides to become a true knight. For all its sentient life, it was a lawful man who tried to help others. Now, it once again takes up the mantle of a noble warrior and leaves Tuathan to help those in need, and perhaps one day build a new order of knights, one that will last longer and stand prouder than the Round Table.

If you **have** the **"Decision"** part **3** status, go to Verse 747.

Otherwise, go to Verse 744.

719

At first sight, the menhir seems to be in good condition – you think that you won't have to spend much time here. But you find out that crude attempts to light the statue damaged it almost as severely as the Black Drifter would have done. You begin intricate repairs and rituals. Your work lasts for a long time.

Each Character gains 1 Exp. Gain the **"Carving"** part **2** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

720

The man opens the door. You pass an unconscious guard and head out of the castle, without encountering anyone on your way. When you're outside, a safe distance from the castle walls, he tells you that you have to go east and then north, to a nearby temple. Inside, there is a chalice – the Grail – that exemplifies all human virtues, and the true meaning of being a human, radiating with power that bends entire realities to its shape.

It sounds just like what you need. But claiming the artifact is not all – after that, you'll have to escape this realm of mirages. According to the man, it won't be an easy task, as you'd have to wake up from this place, realizing it's not real. The man bids you farewell and reminds you that he'll be waiting here, in the willow's shade, for your return.

Gain the **"Friends"** part **7** status.

Discard all Locations, then place Location **272** in the middle of the play area, then attach Location **274** to its right edge. Then, attach Location **271** to the upper edge of Location **274**. Move all Characters to Location **272**. Exploration ends.

721

You see... yourself, your pockets full of treasures – you suddenly remember that you looted them from the dead bodies of knights and Fore-dwellers on your way to this place. You also remember the greed that overwhelmed you in the citadel, as you discovered an item of pure radiance; a shining cocoon above the warped throne. You wanted this item so badly. And so, you snatched it.

Go to Verse 800.

722

The Pale Lady doesn't look enthusiastic, but she agrees to help you in the end. "I can't stop you, so I may just as well keep helping your schemes, as stupid as they are. Your arguments are sensible, but I still think that you're wrong. But it's not my problem anymore. After seeing all of this, I just want to rest."

Gain Secret card **30** and place the Fore-dweller model in Location **226**. If you **have** the **"Decision"** part **3** status, go to Verse 734. Otherwise, Exploration ends.

723

Avalon is once again covered in thick wyrdness, but one place in the south resists its influence. A strange entity known as the Allfather, born from human hatred, changes the southern forest to its liking. Fore-dwellers visit the outskirts of these woods and pray for the tormented souls of their kin who will never escape them. The human name of this place, the Bleeding Land, is taken over by the island's new masters.

If you **have** the **"Saved by the Goddess"** status, go to Verse 765.

Otherwise, go to Verse 707.

724

During your travels, you've encountered many unsettling events and witnessed various effects of wyrdness. Still, one thing makes you think - most of this strangeness was inherited from the past. Almost none of it was born recently. And you learned on your own that wyrdness doesn't change people anymore - it's too weak, too dispersed.

In all the stories and legends, wyrdness was the prime agent of change in the world. After only one night, a whole settlement could have transformed, a vast forest could have withered, or a child could have turned into a deadly monster. You haven't heard about anything like this happening in your lifetime - to you, the cold is more dangerous. Could it be that the wyrdness is... dying?

Your mind strays in other directions, exploring topics of interaction between wyrdness and cold, the doubtful truth of the legends, and the differences between humans living in different settlements. Were all humans the same once, but they adapted to varying harsh conditions? Did they really arrive on this island a thousand years ago, or have they lived here forever? Were Fore-dwellers the masters of this island, and not just some monsters that came to life from people's nightmares?

One thing is certain - humanity prevails in this unwelcoming land. Wyrdness isn't much of a danger. The past won't change anything, and you should look toward the future.

If you **don't have** the **"Truth"** part **4** status, each Character gains 2 Exp and loses 2 ; gain the **"Truth"** part **4** status. Exploration ends.

725

After your combined efforts, the horse breaks free from the chains of reality, and its chalk body disappears in the sky. You won't be surprised if you see a new constellation in the sky tonight. You also feel surprisingly calm – as if a kind spirit watched over you.

Remove Location **239** from the game and replace it with Location **259**. Each Party member loses 4 and gains 2 Rep. Gain Secret card **71** and the **"Chalk Horse"** part **5** status.

If you're playing **Sloan** and you **don't have** the **"Great Deed"** part **1** status, go to Verse 635.

Otherwise, Exploration ends.

726

A woman with a worn sword hanging from her hip approaches you – her eyes are full of desperation that contrasts with her charismatic figure. She tells you her ancestress met an All-mother priestess here, hundreds of years ago. This priestess told her that this place, where wyrdness and reality mix, is the only place safe enough for people to live, and should remain occupied as long as people hope to survive on Avalon. The mayor asks you to take part in her speech; she doesn't need anything more from you.

- **Take part in the mayor's speech** – go to Verse 335.
- **Refuse to help** – go to Verse 314.

727

You look for shelves and tomes marked with the cup symbol. There are several bookstands here, all full of thick volumes, scripts, and tablets. After reading dozens of titles, from "The Strange Stone and its Origins" to "Are Menhirs Older than the Fore-dwellers?", you find a "Rites for Enhancing Menhirs' Potency." But it's only a book cover. Its contents are lost! You sit down under the wall to rest a bit before starting a random search through thousands of texts. You are so tired that you fall asleep.

Gain the **"Darkness"** part **4** status.

Put the **Special Event E** on top of the Event Deck. Then, place 3 Random Events on top of the Event Deck.

Go to Verse 740.

728

You watch the wyrdbear ripping the man apart. Why didn't you do anything? All the blood, gore... It also strikes you suddenly that this man knew how to light menhirs! You want to move on, but you can't. Time rushes forward. Small animals eat the remains of the corpse, then it disappears. The menhir is never lit again. The first snow falls... You fall asleep.

Go to Verse 740.

729

The Fisher King smiles beneath his beard and slowly nods.

"So simple a question, isn't it? And the answer is likewise. So, whom does the Grail serve in the end? The kingdom? The gods? The knights and kings of our mortal world?"

Yet again, an answer comes to you effortlessly.

- **"The Grail serves only those who seek it."** – go to Verse 752.

730

The four-armed monster lies dead, wyrdness seeping out of its body and sinking into the leachy ground like thick mist.

Go to Verse 770.

731

As you are moving past the hot springs, a group of people stops you. They ask about rumors of you helping the strange prisoner escape.

If you **have** the **"Liberation"** part **5** status, you use the hunchback's artifact and put them to sleep before they can raise the alarm – Exploration ends.

Otherwise, resolve the special **"Bather Inquiry"** blue Encounter in Verse **563**.

732

You promise to leave her alone. She thanks you and tells you some secrets she learned when she was imprisoned in the Crow's Nest's temple, hundreds of years ago.

Each Party member gains 2 Exp. Exploration ends.

733

If you **have** the **"Carving"** part **2** status, you already did your work. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

Otherwise, you may pay 2 and 1 Magic per Character to start carving:

- If you **have** the **"Decision"** part **1** or **5** status, go to Verse 756.
- If you **have** the **"Decision"** part **2** status, go to Verse 719.
- If you **have** the **"Decision"** part **3** status, go to Verse 749.

If you can't pay the cost (or don't want to), Exploration ends.

734

"If you want to destroy what Arthur began..."

She explains how the shifting statue in Tuathan's ruins works, and how to return the island to wyrdness.

Gain the **"Decision"** part **4** status. Exploration ends.

738

- If you **have** the **"Decision"** part **1** status, go to Verse 880.
- If you **have** the **"Decision"** part **2** status, go to Verse 760.
- If you **have** the **"Decision"** part **3** status, go to Verse 773.
- If you **have** the **"Decision"** part **5** status, go to Verse 783.

BoS

739

Once again, you search the Archive. First, you try shelves marked with the Grail symbol, but there's no interesting information there. Then, you go through the texts at random, and after many hours of grueling work, for body and mind, you find notes made by Arthur and Nimue, Merlin's apprentice. They describe how they tried to stabilize the menhirs and further develop the Menhir Rites. You combine this knowledge with your experience, and you think that you know what you have to do. And you're surprised that it won't be that challenging.

Gain the **"Decision"** part **4** status. Each Party member loses all , gains 2 , and Passes. Exploration ends.

740

You open your eyes, awoken by unexpected heat. You lie in a damp, green meadow, decayed wooden poles sticking out of the ground all around you. There is no sign of snow or ice! You notice a man kneeling before a menhir's head that protrudes from the ground. He touches the statue, and immediately the atmosphere feels more pleasant, like in the settlements and some sanctuaries you've visited. You call to the man, but he faints from exhaustion. And from the forest, a wyrdbear approaches...

- **Protect him** – go to Verse 761.
- **Don't do anything** – *You don't know what is happening. You must be dreaming.* Go to Verse 728.

741

When you are ready to step into the strange area, a madman appears out of nowhere and grabs you by your shoulders. His breath smells like sweet fruits, contrasting with his otherwise poor state. You push him away, and he starts talking about incredible things – that humanity has fallen, but it also blooms. That Red Death has never existed, but because of it, people came to Avalon and made its creator. And that everyone is dead but living. Suddenly, he screams and runs out into the woods.

Go to Verse 680.

744

After stabilizing the menhirs and killing the Black Drifter, you embark on your last journey through Avalon to teach people how to tend their statues. It's time for everyone to have this crucial knowledge, so that the Menhir Rites are never lost again, as long as humans remain on Avalon.

Hint: If you have Secret cards **90**, **91**, and **92**, your history doesn't end here as someone awaits you in a mysterious land.

Go to Verse 796.

745

You decide that this is the time to begin thinking about Avalon's future and go into the infamous Tuathan.

If you **have** the **"Past"** part **2** status and don't have the **"Past"** part **3** status, go to Verse 769.

Otherwise, read on:

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

746

You swing the axe. When it connects with the neck, the woman starts screaming so loud your ears begin to bleed. After a moment, the head laughs despite being detached from its body. Not a single drop of blood flows out of the severed neck.

"Are you afraid of a decapitated woman?" she nags you. "Oh, so much fun! I forgot that being murdered is so thrilling!"

Gain Secret card **16**. Each Party member gains 3 and loses 1 . Exploration ends.

747

With each passing day, the wyrdness is getting denser. Avalon is returning to its primal state. You know it means that one day every human on the island will die or change beyond recognition. Still, you believe that's the right decision from scraps of information you've concluded that human interference with this world disrupted the balance of the entire world. Humans should never take Avalon or try to change it into what it isn't.

You avoid settlements to escape your creeping guilt and go to the Desert Hideout, where your journey started, to spend your last days there.

Hint: If you **have** Secret cards **90**, **91**, and **92**, your history doesn't end here as someone awaits you in a mysterious land.

Go to Verse 796.

748

The Pale Lady looks around frantically. "Something isn't right," she says, gasping as the wyrdness begins to disappear as far as the eye can see. "The ritual wasn't disturbed, the exemplar was perfect... What's happening? Can't you feel this hateful presence?"

Go to Verse 792.

749

Wyrdness isn't welcome in this area, which makes the work on the menhir twice as difficult. Additionally, people from Forest Sanctuary protected themselves against the Black Drifter, so it didn't get to damage the statue. You start working – you create new scratches and wipe some runes away to hinder the menhir's potency, then add new symbols and infuse wyrdstone with intricate hexes. Soon, you notice that some of the symbols start changing on their own – the shifts are almost unnoticeable, but, as time passes, this statue will start creating wyrdness.

Each Character gains 1 Exp. Gain the **"Carving"** part **2** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

750

Days pass, and you only grow weaker. Your drive to perform heroic deeds fades slowly – in Tuathan, you learned that your power was somehow connected to the wyrdness, so perhaps it's not surprising it begins to disappear as well. You decide to stay in the Weeping Watcher – its inhabitants care for you, but you can see their condition is also getting worse. You can only hope you will all pull through this.

Hint: If you have Secret cards **90**, **91**, and **92**, your history won't end here as someone awaits you in a mysterious land.

If you **have** the **"Dismay"** part **5** status, go to Verse 699.

If you **have** the **"Missions"** part **9** status, go to Verse 714.

Otherwise, go to Verse 796.

752

"A fact it took me all too long to understand," the Fisher King says with a sigh. "The Grail was made to be sought, not to be found. It is a goal to which we strive, but never achieve. You see, a person could have all the riches and happiness of the world yet they would still desire more – the return of a loved one from the dead, a frontier unseen, a new life in a different time, in a different world....

"Humans are not designed to be content with what we have. We desire always what lies beyond the next hill, or around the next bend in the road. And the Grail ... well, it provides us with the ultimate, purest goal."

The morning wind chases away the mists, and the castle on the lake shimmers blindingly like a mirage.

"The first time I stepped into Tuathan, I was sure the Grail was a missing piece of my legend. I thought that if I created one of wyrdness, all would be complete. I was never meant to find the Grail, though – no one is. In my arrogance, I used a primal, dangerous power to obtain that which should remain unobtainable."

As he speaks, you find it hard to focus on his words. Your shoulders feel peculiarly light. The ground beneath your feet seems to dissolve.

"Do not be alarmed," the Fisher King says. "You asked the right question. In very few legends of the Grail there is one capable of doing that. The Grail has accepted you."

As everything dissolves into pure light, you hear the distant final words of the Fisher King – of Arthur Pendragon, the Once and Future King.

"Time to begin anew."

Discard all Location cards. Go to Verse 815.

754

You spot a straight scratch on the floor that doesn't look natural. Upon closer inspection, you manage to prize open a hidden trapdoor, leading somewhere below. Once, there was an iron ladder, but it's rusted beyond use. You manage to climb down, anyway – to a tiny room with the body of a frozen priest lying on the ground.

If you **don't have** the **"Hidden Caches"** part **2** status, you find some sacred trinkets beside him – gain 3 Magic and the **"Hidden Caches"** part **2** status.

If you **have** 3 or more , go to Verse 648. Otherwise, Exploration ends.

755

Morrigan leads you to the outskirts of Glimmering Forest, where she casually orders you to murder herself. She hands an axe to you, smiles mockingly, and puts her head on an old log. "Don't keep me waiting," she hurries you.

- **Kill her** – go to Verse 746.
- **Don't do it** – *You can't kill an innocent woman! However crazy she is!* Exploration ends.

756

The menhir in Forest Sanctuary is in excellent condition people from the settlement protected it from the Black Drifter, and the proximity of the mysterious woods kept the wyrdness away. Unfortunately, it's not a good sign, because you have to weaken its coherence before changing its structure. You work for hours, modifying each rune, adding small scratches, and polishing unwanted symbols. Soon, the menhir starts channeling its energy toward Weeping Watcher.

Each Character gains 1 Exp. Gain the **"Carving"** part **2** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

757

You observe the nest on the water, but it doesn't seem the Black Drifter is there. It must be out, draining menhirs for magic, but it's a good thing - the battle on the lake would be clearly to your disadvantage, and now the beast will be tired after the long flight.

Still, if you don't pose any threat or seem like something tempting, the Black Drifter will probably ignore you. Along with a trap, you have to prepare a magical lure. And when the fight starts, the Drifter won't escape, as it will be protecting its nest. Or at least you think so.

- **Leave** – *You are not ready yet. Maybe you can find some help in friendly settlements?* Exploration ends.
- **Prepare a trap** (pay 3 Magic per Character; this will end your Campaign!) – go to Verse 779.

Hint: If you have any allies on the island, it would be wise to ask them for help.

758

The man tells you that his name is Cisonus. When you don't react, he says that he is a god that should have arrived here earlier, but he was traveling through strange southern lands. He didn't notice that a thousand years have passed. Now that you are the only one that he could be a patron of, he will give you his blessing. You feel a strange, immense power emanating from Cisonus, as he touches your head. Then, he leaves this place so fast you lose sight of him after a few heartbeats.

Gain the **"Friends"** part **8** status. Each Character gains 2 Exp, restores all and , and loses all . Exploration ends.

759

The ritual is complete. The magic gathered in the Black Drifter's blood enhances its effect, and the wyrdness is visibly pushed away. Soon, it will disappear from the whole island.

"At last, I did it," the Pale Lady says. "I may now rest in peace." She tries to smile, but she winces instead, as the pain overwhelms her.

Go to Verse 792.

760

Menhirs protect the island once again, drawing the line between the human world and wyrdness. Wandering storytellers take responsibility for teaching people about the maintenance and importance of the statues.

Later, trade blooms again, as people tentatively start to travel Avalon as they did in the old days. The communities, separated for centuries, are often very different, but it doesn't force them apart – they exchange information and make progress based on it. Life on Avalon is not perfect – it's harsh and demanding, but, at least, it goes on.

Go to Verse 900.

761

You approach the wyrdbear, which runs away startled. That's strange behavior... And it strikes you again – the air is warm, and there is no snow. Many trees have leaves, mainly brown and yellow, but you also see splashes of green. Where are you? You set a makeshift camp near the unconscious man and wait for him to wake up.

Go to Verse 780.

765

The cost of miraculous salvations that happened to you on your journey from the white deserts to the lair of the Black Drifter was high. A whole village died because of a simple disease in a distant land. A child lost her mother, who bled out from a shallow wound. A desperate couple never became parents. None of this would have happened if the Allmother had the time and power to answer their prayers - but she was too occupied keeping you alive.

Suggestion: We suggest you should cross out or destroy your Save Sheet. Only achievements made without any help should be carried over to the next campaigns!

Go to Verse 707.

769

You are excited and terrified. You, Niamh, will finally be able to understand your fate and decide if you should put an end to your miserable life or redeem yourself in some way.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

770

You return to your post. You're so concentrated on the surroundings, looking for anything that could interrupt the ritual, you don't notice the cloud of wyrdness behind your back suddenly expands and engulfs you. You feel like falling, as the landscape around you shifts erratically.

When your vision stabilizes again, you see a hulk of a man clad in enormous armor standing inside a whirlwind of wyrdness, similar to the one that surrounded the Pale Lady. He rests upon a blade, driven into the ground, his eyes closed, his face a mask of utmost focus.

To the side, a wild battle takes place, some people you barely see facing a flickering creature with countless arms and eyes. In the meantime, the man you now recognize as Arthur begins to shape the torrent of wyrdness. Giant foundations emerge from nothingness around the king, and upon them, giant walls. A room is formed, and on its floor, a circular platform rises up, surrounded by pylons of wyrdness taking the shape of knights.

What is this madness? Is the king trying to shape a round table out of wyrdness?

Arthur twitches. He's exhausted, in pain, and quickly losing focus. The citadel begins to skew, stones running like tar. The unfinished table falls to the floor, turning into a round pit. Something red boils deep down. The statues begin to warp, and you see several barely visible clouds of color escaping them, and float towards people who have just entered the stillborn citadel, looking for their king.

If you're playing **Niamh** and you **don't have** the **"Past"** part **3** status, go to Verse 721. Otherwise, go to Verse 800.

771

Reworking the menhir is difficult, because it was damaged by frequent assaults by the Black Drifter. Many parts of the statue are missing, and you almost can't feel its magic. But in the end, the once forgotten knowledge about menhirs and the wisdom of the Pale Lady were enough for you to change the menhir to a magic relay.

Each Character gains 1 Exp. Gain the **"Carving"** part **3** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

773

Avalon is once again a mysterious land covered in boiling mists. Small groups of Fore-dweller survivors leave their hideouts and start harnessing the power of wyrdness to rebuild Tuathan, and everything humans destroyed with it.

Far, far away, beyond the ever-changing seas, in the lands ravaged by the plague, a ragged and brutish group of survivors that lived through a millennium of apocalypse, quickly learn that something has changed. A supernatural calamity that has been plaguing them ever since Avalon was disturbed, appeared to be subsiding without any clear reason.

Go to Verse 900.

777

Ghostly figures clad in ethereal armor surround you and accuse you of being a wyrdspawn. They sense dark powers dwelling in your bodies, and by the power invested in them by Arthur, they sentence you to death.

Resolve the special **"Ethereal Prosecutors"** blue Encounter in Verse **610**.

779

You prepare a lure from your magical trinkets and let their power leak slowly into the air. Around them, you prepare the best trap you could think of - using your cunning, knowledge of the Black Drifter's powers, and terrain advantage. When everything is ready, you have nothing else to do but wait.

Your short rest is interrupted by the sound of wings - you look at the red-tinted sky and see the dark silhouette of your well-known enemy. You observe from your hiding, as it changes its course to land on your trap. Nets fall on its wings, spears and hooks impale its body, and intricate runes sap its magic. You charge at the beast, determined to end it once and for all.

Resolve the special **"Trapped Black Drifter"** purple Encounter in Verse **671**.

780

Discard the **"Leaking Magic"** Secret card (**24**). Place 2 Random Events on top of the Event Deck.

Discard all Location cards from the play area. Find Locations **115**, **117**, **119**, **140**, **142**, **157**, and **190** from The Fall of Avalon campaign. Place Location **140** in the middle of the play area and attach Locations **157** and **117** to it. Place a Menhir model and all Character models on Location **140**. Set the Menhir Dial to **4** (1-2 players) or **3** (3-4 players).

If you don't remember the Menhir rules, check the Rulebook (p. 10-11).

Each Character Passes. After the Start of the Day, go to Verse 795.

781

The menhir is in awful condition. The Black Drifter is a frequent visitor here, and the statue is severely damaged. You have to rework some parts, repair almost everything, and sometimes even make new elements. You are carving for a very long time, but in the end, you're done. It will take some time, but the menhir will work as it was working a thousand years ago. At least, you hope so.

Each Character gains 1 Exp. Gain the **"Carving"** part **3** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

782

The priestesses look alive, but they don't move or even breathe. This chamber is imposing – overwhelming and beautiful at the same time. It's not a place for you, and you don't know what to do with yourself.

If you **don't have** the **"Mysteries and Visions"** part **8** status, each Party member gains 1 Exp and loses 2 ; gain the **"Mysteries and Visions"** part **8** status. Exploration ends.

783

Humans prevail on Avalon – at least those who are the least influenced by wyrdness. The Allfather's inquisition performs a second, even more cruel culling, getting rid of everyone who does not share their faith. With the herd trimmed down to include only faithful, humanity begins to rebuild – large cities grow on the wyrdness-free island, with their main purpose of worshiping the Allfather. People are safe and ready to prosper. But are they free?

Go to Verse 900.

789

The Keeper of Secrets grows above and below Tuathan. Over time, it gets so enormous that it can be seen from every corner of Avalon. Its presence is intimidating, but it never extends its tendrils beyond the city's walls. Yet, no one who tries entering Tuathan ever comes back. The inhabitants of the island live in constant fear of enraging the Keeper.

If you **have** the **"Chalk Horse"** part **5** status, go to Verse 840.

If you **have** the **"Cracked Sanctuary"** part **7** status, go to Verse 817.

Otherwise, go to Verse 860.

790

Resolve the special **"Morrigan's Head"** blue Encounter in Verse **805**.

791

Morrigan is delighted. It has been around one hundred years since someone has out-talked her. Suddenly, she stops smiling and tells you she doesn't want to return to her body – sitting on that damned rock is too boring. In hindsight, traveling and meeting people seems much more entertaining. Still, you've earned your prize – and if you insist, she will allow you to take her head, though under one condition: she wasn't murdered for a very long time, so you'll have to chop off her head yourself. Or you may leave her here, and she will share some of her knowledge in return.

Gain the **"Missions"** part **8** status.

- **Kill the woman and take her head** – go to Verse 755.
- **Promise not to bother her** – go to Verse 732.

792

Soon after the ritual, the Pale Lady falls to the ground. It seems that she's suffocating, as if she can't live in a place completely devoid of wyrdness. She tries to tell you one last thing, but she dies in your arms, unable to utter a single word. You give her a burial worthy of a true champion of humanity, and as her body is laid to rest, you shed a tear - not only for the Lady, but also for all other things that will soon have to go away.

Wyrdness disperses quickly – at first, this brings joy to all human settlements. Then, many people discover that they start to get sick and wither. The culling begins, and those who were too far gone, and too changed by wyrdness, have to disappear with it.

If you **have** the **"Friends"** part **8** status, go to Verse 813.

Otherwise, go to Verse 750.

794

With the Moonring rotating in the sky once again, the cycle of nature and the seasons of the year hesitantly came back to Avalon.

Go to Verse 738.

795

The man, Oisin as he introduces himself, awakes at dawn, surprised that he's still alive. He thanks you for your help, but tells you that he doesn't have time to spare. He has to go back to Kamelot. He's still weak because he used up too much of his life force the day before. He asks you for aid in reaching the citadel – you agree, as you don't have any idea what is going on, and maybe getting back to the castle will help you somehow. Also, he cautions you against wandering to the east, because strange beasts live by the sea.

Gain the **"Delusion"** Secret card (**70**). Each Character discards their Exposure Marker. Don't use the Exploration Journal from The Fall of Avalon campaign! When you Explore any of these Locations go to the Delusion Exploration Journal (**270**) – it's a Location entry, not a Verse in the Book of Secrets. Also, ignore the lightning symbol ϟ when Traveling to Locations.

Exploration ends.

New Quest: Escort Oisin to Kamelot, northeast from here.

796

If you **have** the **"Keeper"** part **2** status, go to Verse 789.

If you **have** the **"Chalk Horse"** part **5** status, go to Verse 840.

If you **have** the **"Cracked Sanctuary"** part **7** status, go to Verse 817.

Otherwise, go to Verse 860.

799

If you **have** the **"Decision"** part **2** or **3** status, go to Verse 810.

Otherwise, go to Verse 710.

800

The strange heroes who somehow feel familiar run into the chamber of the failed Round Table. Your vision jerks violently. The next thing you see is the broken king, looking upon his work: a castle in the heart of Tuathan, in the exact same spot you're in now, hanging upside down and malformed; a twisted caricature of Kamelot.

Go to Verse 801.

801

Visions of the past fade away as the wyrdness dissipates. The castle is gone, and the Pale Lady, who stands in its place, shrieks loudly. Before her lies a gruesome monster, its face is changing abruptly. Sharp claws replace fingers, armor on its back turns into pale skin.

The Pale Lady comes to her senses and tells you that the thing is in fact Lancelot. A damned fetch – a devious, shapeshifting monster that must have taken the knight's place a very long time ago and deluded itself into thinking it was the real Lancelot! It has some memories of the knight and his world, but it is nevertheless a creature of wyrdness. It won't do as the perfect specimen of the human reality. The Pale Lady curses herself – how could she not see this before dragging you all the way here?

You, on the other hand, can't help but feel pity for your former companion. On its shifting face, you see more than just physical pain. The would-be Lancelot suffers from learning the truth about itself no less than the Pale Lady does.

If you **have** the **"Horrors"** part **1** status, go to Verse 820. Otherwise, go to Verse 709.

805

If you win – go to Verse 791.

Otherwise – Exploration ends.

810

The Black Drifter lies on the shore, its dark blood tainting the crystal-clear water. You want to celebrate this victory, but you can't – you're sad you've killed a being who fundamentally wasn't that different from you. The Drifter was also scared of wyrdness, doing everything it could to run away from it. And for this - it was killed. You look at the water and think about your own uncertain future. What will you do now?

If you **have** the **"Decision"** part **3** status, go to Verse 821.

If you **have** the **"Dismay"** part **5** status, go to Verse 718.

Otherwise, go to Verse 744.

811

You find the old singer without a problem – her distinct voice and her unwonted appearance are quite famous in this settlement. When you speak the name Morrigan, her tattooed face contorts with fury. "Leave. Now!" she shouts, her voice full of sinister tones.

- **Leave her** – Exploration ends.
- **Convince her to talk** – go to Verse 790.

812

If you **have** the **"Carving"** part **3** status, you already did your work. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

If there is no Time Token on this Location, an enormous monster with black wings sits atop the menhir. You may face it – place a Time Token on this Location and go to Verse 888; or you may leave – Exploration ends.

Otherwise, you may pay 2 and 2 Magic per Character to start carving:

- if you have the **"Decision"** part **1** or **5** status, go to Verse 771.
- if you have the **"Decision"** part **2** status, go to Verse 781.
- if you have the **"Decision"** part **3** status, go to Verse 830.

If you can't pay the cost (or don't want to), Exploration ends.

813

Days pass, and you only grow weaker. Your drive to perform heroic deeds fades slowly – in Tuathan, you learned that your power was somehow connected to the wyrdness, so perhaps it's not surprising it begins to disappear as well.

When you feel that your time has come, a tall figure appears before you – Cisonus. He tells you that he won't allow you to die – not after everything you did to save the human race. He also informs you that you are no longer needed on Avalon.

You don't remember what happened next, but you wake up in a soft bed next to a window that overlooks a clear lake. Looking at its calm surface, you wonder what happened in Avalon after your departure.

Hint: If you have Secret cards **90**, **91**, and **92**, your history doesn't end here as someone awaits you in a mysterious land.

If you **have** the **"Dismay"** part **5** status, go to Verse 699.

If you **have** the **"Missions"** part **9** status, go to Verse 714.

Otherwise, go to Verse 796.

815

As the blinding light subsides, new roads spring into existence before your eyes, overlaid atop one another like panes of glass. You feel you only must focus on one to bring it to fruition.

Wherever the radiant light of the Grail reaches, you may now travel, your name ingrained in one of the variations of this primal myth. The promise of countless journeys spurs your heart to beat faster.

Still, there's something you must leave behind. The guardian spirit Arthur unknowingly conjured out of wyrdness to protect his Avalon, reborn in countless bodies over a millennium, may never leave the island. You say your farewell as it fades from you, a cloud of unrecognizable color that dulls to gray.

"Time to begin anew," Arthur told you. Your spirit feels lighter, your feet unladen. You have no destiny. You have no part in any grand design – just a wandering soul on a trail. Without hesitation, you whistle an old tune and take your first step.

This time, a simple **"Congratulations!"** is not enough. You have successfully completed all three campaigns of Tainted Grail and found a hidden path. As the developers of this game, we bow before your dedication, and we wholeheartedly thank you for exploring every dark corner of Avalon with us.

Go to Verse 901.

817

After many months of traveling through impossible worlds, a group of emaciated people from Forest Sanctuary emerges from the forest and stops before a white castle on a lake.

Go to Verse 860.

818

You can't reach your boat in time – the black beast lands in the nest, tossing you away like a pebble. You fall into the water, where you are vulnerable to the Black Drifter's attacks. What's worse, you can't swim well. The monster hurts you severely, but fortunately, it is content with draining all of your magic, so it doesn't kill you.

Each Party member gains 1, loses 3 and all Magic. Exploration ends.

819

You collapse on the ground, and the last thing you remember is a soft embrace. When you wake up, you are lying on cold moss with a hazy memory of something vast, radiant, and warm. Something similar, but infinitely smaller lies beside you. You open your eyes and notice a beautiful, golden chalice standing on a stump.

Each Character restores all and , and loses all . Gain Secret card **1**.

Congratulations? You've completed your current Chapter. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 13** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

820

Enraged beyond measure, the Pale Lady raises her armored foot and, with a single stomp, crushes the fetch's head. She doesn't say anything, just turns around and wanders off.

Before you depart, you say a short prayer for the unfortunate creature. Even if its edifice was fake, it was a good and trustworthy companion in the long journey that led you to this place.

Discard Secret card **59**. Go to Verse 628.

821

After a moment of rest, you repair one of the boats and push it onto the lake. You ride toward the island – the nest of the Black Drifter. It's full of bones, worthless trinkets, and other clutter. You climb into it and close your eyes, trying to locate anything that could still disrupt wyrdness. It's precisely under the nest – after a closer inspection, you find a working menhir underwater. You take some time to prepare yourself and dive to finish your work. You're not a great swimmer, as any other person on Avalon, but after diving several times, you succeed in remodeling the last menhir.

If you **have** the **"Dismay"** part **5** status, go to Verse 718.

Otherwise, go to Verse 747.

825

As for you, there was one more thing you needed to settle, after everything else was done.

Join Secret cards **90**, **91**, and **92** together. Decode the Secret number they create and go there.

829

Morrigan is proud of her children – the ability to speak with their goddess face to face slowly made them more human. Soon, they change into a tribe of brave warriors, instead of mindless predators.

If you **have** the **"Saved by the Goddess"** status, go to Verse 765.

Otherwise, go to Verse 707.

830

The menhir's damage makes your work harder as you have trouble finding a surface suitable for carving new symbols. However, you've been through so many hardships already, this new task is far from daunting. Soon, new runes start slowly changing and sinking into crevices in the wyrdstone. The area darkens, but you're sure it's just your imagination – the menhir still works like before, but it will be slowly transformed into the thing you saw in Tuathan.

Each Character gains 1 Exp. Gain the **"Carving"** part **3** status. You may travel to another menhir – go to Verse 835, or keep adventuring if you have any unfinished business on the island – Exploration ends.

835

You have visited every corner of this ice-bound island and traveled its rough paths for a long time. Going between well-known areas won't be a problem at all.

If you want to keep adventuring – Exploration ends. Otherwise, discard all Locations from the play area, then travel to:

- Menhir Meadow, now called Eye of the Void – place Location **273** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **273**.
- Weeping Watcher – place Location **246** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **246**.
- Forest Sanctuary – place Location **238** (or **258** if it was removed from the game) in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **238**.
- Caustic Meadow – place Location **266** in the middle of the play area. Move all Characters (and the Fore-dweller model if you have the **"Fore-dweller Ally"** Secret card) to Location **266**.

Then, each Character Passes. Exploration ends.

840

The Chalk Mare, also known as White Steed or simply Pale Horse, quickly gathers new believers all around Avalon. The adolescent deity cares about her followers, helps travelers, and offers insights to those willing to listen. With many gods of old dead or forgotten, it is reassuring to have a new god that close.

If you **have** the **"Cracked Sanctuary"** part **7** status, go to Verse 817.

Otherwise, go to Verse 860.

860

If you **have** the **"Missions"** part **9** status AND have the **"Decision"** part **2** status, go to Verse 829.

If you **have** the **"Gifts"** part **2** status AND have the **"Decision"** part **3** status, go to Verse 723.

If you **have** the **"Saved by the Goddess"** status, go to Verse 765.

Otherwise, go to Verse 707.

880

Humans prevail on Avalon – at least those who are the least influenced by wyrdness. There aren't many of those, but for them Avalon becomes a safer place, devoid of its most dangerous beasts, and the wyrdness itself. It takes many hundreds of years, but eventually, humanity flourishes – with cities, castles, religions, and legends from the past. Most of these legends happen to be about lowborn heroes, saving their kin in past ages of calamities.

Go to Verse 900.

888

The Black Drifter dives at you from the sky. You feel the magic hoarded in your artifacts and your body start floating away. The beast isn't interested in fighting you it only wants your power. But if you attack it, it will retaliate.

Resolve the special **"Black Drifter"** purple Encounter at the edge of this page.

Special rules:

You cannot Escape during this Encounter.

At the beginning of the Encounter, each Party member places all of their Magic near their Character Board in a Stolen Magic pile – they can't use it in any way during this Encounter.

Each Party member gathers markers in their own Combat Pools.

Skip Step 3 – Enemy Attack in the Character Activation Phase. Instead, the Black Drifter Attacks all Party members at the beginning of the End Turn Phase – choose the Attack for each Party member based on their personal Combat Pool. Then, Black Drifter Runs Away. The Combat lasts only 1 turn!

After the Encounter, each Party member retains 1 Magic from their Stolen Magic pile for each 3 markers in their Combat Pools. Discard the remaining Magic.

If none of the Party members have at least 15 markers in their Combat Pool, discard the Menhir Dial or markers from Menhir's base.

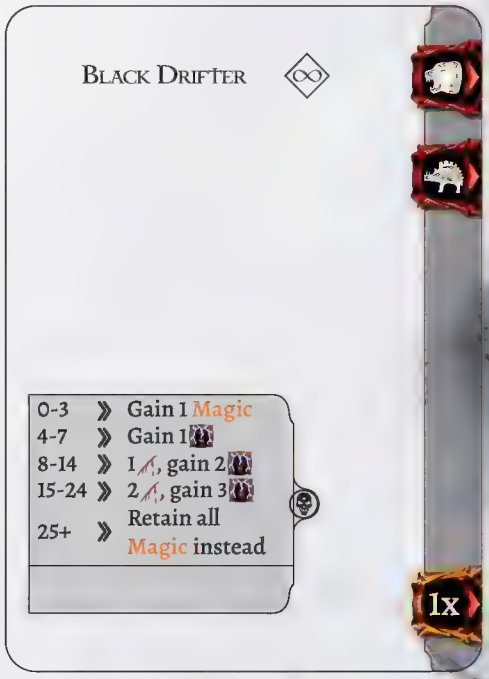
If **Sloan** has at least 15 markers in his Combat Pool and you **don't have** the **"Great Deed"** part **2** status, go to Verse 263.

After the Encounter, choose one:

- **Explore the Location you're on for free.**
- **Exploration ends.**

900

If you **have** Secret cards **90**, **91**, and **92**, go to Verse 825. Otherwise, go to Verse 901.



BOS

901

Thank you for playing!

Tainted Grail: The Last Knight Campaign

Lead writer: Andrzej Betkiewicz

Additional Writing: Krzysztof Piskorski

Story: Andrzej Betkiewicz, Krzysztof Piskorski

Editing: Matt Click, Krzysztof Piskorski

Proofreading: Matt Click, Dan Morley

Tests & Development: Krzysztof Belczyk, Andrzej Betkiewicz, Bartłomiej Kalisz, Ernest Kiedrowicz, Adrian Krawczyk, Łukasz Krawiec, Michał Lach, Paweł Samborski, Jan Truchanowicz, and others.

Graphic Design: Jędrzej Cieślak, Maria Pinkowska-Porzycka, Andrzej Półtoranos, Adrian Radziun

3D Graphics: Jędrzej Chomicki, Piotr Gacek, Mateusz Modzelewski, Agnieszka Pogan , Jakub Ziółkowski

Illustrations: Cheng Yu Chao, Jakub Dzikowski, Piotr Foksowicz, Tran Huy, Patryk Jędraszek, Jakub Kaźmierczak, Adrian Komarski, Piotr Kryński, Ewa Labak, Pamela Łuniewska, Anna Myrcha, Piotr Orleański, Michał Peitsch, Krzysztof Piasek

2.0 Edition: Krzysztof Piskorski, Michał Lach, Konrad Sulżycki, Adrian Krawczyk, Wiktoria Ślusarczyk, Anna Czajka, Jacek Szczypiński, Patrycja Marzec

Remember to **keep your Save Sheet!** The Age of Legends campaign will read its statuses to import the choices you made throughout The Last Knight.

If you enjoyed your journeys through Avalon, please share your experiences with us and other players, and rate it online, helping it grow and reach more Travelers. And keep your donkey and your Wayfarer's Leaves ready– it may not be the last time you Explore...

Go to Verse 1.

BOS

BoS

BoS

BoS